$3.95
$4.95 Canadian

The Magazine of INTERACTIVE ENTERTAINMENT™

September 1992 Number 98

Dune • A-Train • Utopia

COMPUTER GAMING WORLD



Access's Amazon: Guardians of Eden

Also in this Issue:
Darkseed
Ultima VII
Aces of the Pacific
Hot News on Computer Golf

0 29074 12158 9 09





Explore the depths of Fribbulus Xax in search of your baby sitter!



Journey through dangerous, yet beautiful alien territory!



Discover the secrets of the alien machinery to aid you in your quest!



Battle horrible aliens and elude clever traps on the alien base!

The arcade adventure hit of the year! Aliens Ate My Baby Sitter features breakthrough graphics technology that beats anything you've seen before!

Travel through beautiful, but dangerous alien territory, discovering weird and wonderful new creatures. Can you solve the puzzles and locate the treasure that leads to Molly?

Fantastic animation and breathtaking music make this fun and exciting adventure the best in its class.

- ✦ 360° VGA Full Screen Smooth Scrolling
- ✦ Original Sound Track and Sound Effects for Sound Blaster & Adlib
- ✦ Multiple Play Levels - Fun for the Whole Family
- ✦ Arcade Quality Action & Cinematic Sequences
- ✦ Special Challenges for Advanced Players

Circle Reader Service #64

"The best game I've seen on a PC!"

"Amazing graphics..."

"This game is positively addictive!"

"Great puzzles... terrific humor..."

FormGen CORPORATION

FormGen Corporation P.O. Box 279 North Andover MA USA 01845-0279 (416) 857-4141 (800) 263-2390

Fast, fun and easy strategy game of explosive Middle East conflicts!

IBM



A LINE IN THE SAND™

The Middle East tinderbox exploded in 1991. The world watched the fury of streaking bombers and mighty tanks etch lines in the sand.

Now *you* command high-tech firepower across the sub-continent — from Libya to Iran and from Turkey to Saudi Arabia!

A LINE IN THE SAND™ is the only multi-player computer game of real and potential wars in the Middle East. Up to six players can simulate historical, hypothetical and diplomatic scenarios.

Each scenario has its own rules and sea-land-air weapon systems. Deploy units across the Middle East. Then, attack enemy forces and capture cities, airfields, chemical and nuclear weapon sites. Each player struggles to achieve their individual War Aims. You'll never know who is actually winning until someone declares victory!

Game play is easy and fun, with colorful graphics and explosive sounds. Choose a quick game for 1–2 hours of exciting strategy. Or, use all the options for 6–15 hours of high-tension fun. Multiple scenarios, optional rules and War Aims mean no two games will ever play the same!

A LINE IN THE SAND. So many ways to play; so many answers to the Middle East Question.

TO ORDER: Visit your retailer or call the SSI Direct Sales Dept: (408) 737-6800. Or write: SSI, 675 Almanor Ave., Suite 201, Sunnyvale, CA 94086. To receive SSI's complete product catalog, send $1.00 to the same address.



A historical scenario showing Coalition Forces preparing to invade Iraq and liberate Kuwait



The diplomatic situation in the hypothetical "Holy War" scenario.

SCREEN DISPLAYS: IBM 16-color VGA.

STRATEGIC SIMULATIONS, INC.

Covering the World of Computer Games for Eleven Years

COMPUTER GAMING WORLD

Features


OH NO! MORE
Lemmings™
OUT 34 IN 00%
OUT 56 IN 00%
OUT 17 IN 00%
100 Brand New Lemmings™ Adventures!
Just when you thought they were finally safe those green haired numbskulls have blissfully blundered off towards new and greater perils.
PSYGNOSIS
Available in IBM PC compatible; Amiga and Atari ST formats.
Circle Reader Service #87
PSYGNOSIS, 29 Saint Mary's Court, Brookline, MA 02146 Telephone: (617) 731-3553 Fax: (617) 731-8379.

COMPUTER GAMING WORLD

Publisher/Editor in Chief
Russell Sipe

Editor
Johnny Wilson

Assistant Editor
Alan Emrich

Managing Editor
Ken Brown

Editorial Assistant
Caitlin Ackelson

Production Assistant
Mike Weksler

Art Director
Dawn Thompson

Ad Manager
Jim Messing

Special Projects Manager
Chris Lombardi

Subscriptions
Kathy Garcia

Contributing Editor
(Adventure Games)
Scorpia

Contributing Editor
(Wargames)
Evan Brooks

Ad Director: **Jay Eisenberg**

Computer Gaming World (ISSN 0744-6667) is published monthly by **Golden Empire Publications, Inc.**, 130 Chaparral Ct. Suite 260, Anaheim Hills, CA 92808. Second-Class Postage paid at Erlanger, KY 41011 and additional mailing offices. Permit #672-910

Postmaster: Send address changes to *Computer Gaming World*, P.O. Box 730, Yorba Linda, CA 92686-8629.

The subscription rate for twelve issues (one year) is $28.00. Canadian and foreign surface subscriptions add $11.00. Foreign air subscriptions are $78.00 per year. All payments must be in U.S. dollars, made by check drawn upon a U.S. bank, Visa, MasterCard, or money order.

Psalms 9:1-2

CompuServe (76703,622)
PC Link: CGWMAG
Quantum Link: In Software Showcase
America On-Line: CGW
Prodigy: EXPT40B
GEnie: CGW

Subscription Dept. 1(800) 827-4450
Telephone: (714) 283-3000
Fax: (714) 283-3444

For advertising information only, call:
National Ad Represenative
JE Publishers' Representative Company
3415 S. Sepulveda Blvd., Suite 520
Los Angeles, CA 90034
(310) 572-7272

Departments

THE MOST HIGHLY RATED GAME IN FOOTBALL.

For John Madden, "Football's a game of ratings and matchups."
That's why John Madden Football™ II captures all the subtle nuances, all the personality of the game itself. You'd expect that with up to 8 ratings per player, 35 players per team, 28 pro caliber teams, plus an All-Madden squad.

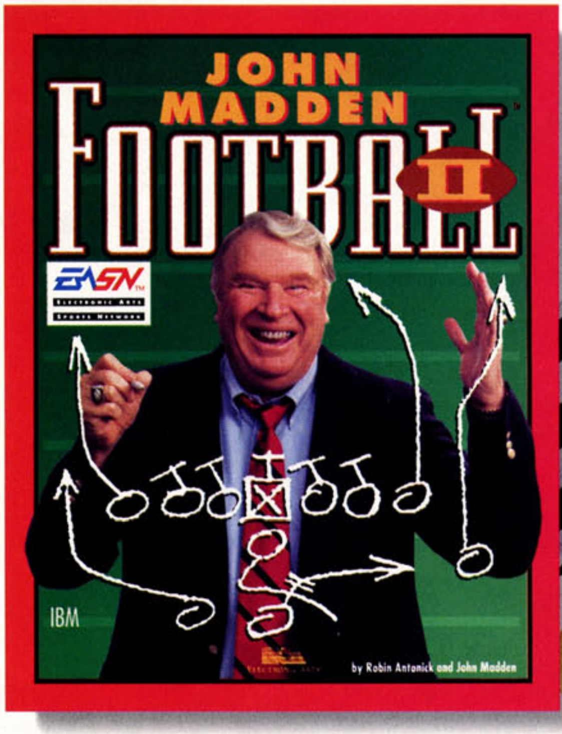


Strategy is the name of the game. If you dominate the one-on-one matchups, you'll have a future in this league.

What you might not expect is how far inside football you get. Design your own plays. Or choose from Madden's new playbook packed with over 80 offensive and 100 defensive plays. Your game plan has to take into account every facet of the game: injuries, penalties, and, of course, the plan of the guy pacing the far sideline.



EASN delivers every dimension of football: 3-D field view and 256-color VGA support.



The challenge to tackle is making the right call, the right one-on-one matchups. Every down. On both sides of the ball. Kind of like chess with shoulder pads.

Of course, the action's brought to you by the highest rated sports network: EASN.™ Providing stunning 3-D field perspectives. Instant replays. Stats at any time. And play-by-play analysis and help from Madden himself.



Madden dissects the action like a surgeon with in-depth analysis on every play.

It's no wonder John Madden Football earned such positive ratings. *OMNI*, for example, called the original "Computer Sports Game of the Year." And this version's even more intense.

Visit your local EA dealer or call (800) 245-4525 anytime to order. Then see how you rate in Madden's league.

ELECTRONIC ARTS®

Circle Reader Service #60

AdLib SOUND

Available for IBM and compatibles for $49.95. Ad Lib,® Tandy,® DAC, Sound Blaster,™ Covox Speech Thing™ supported. John Madden Football and EASN are trademarks of Electronic Arts. Ad Lib is a registered trademark of Ad Lib Inc. Sound Blaster and CMS are trademarks of Creative Labs. Covox Speech Thing is a trademark of Covox Inc.

NEW PLAYER RATINGS
JOHN MADDEN
CONFIDENTIAL

Taking A Peek

Accolade
San Jose, CA

ROAD & TRACK PRESENTS — GRAND PRIX UNLIMITED: As previewed last issue on page 38, this Formula I racing simulation features course design, the ability to customize (i.e., "tweak") a race car and, of course, some serious simulation driving. IBM ($59.95). Circle Reader Service #1.

Capstone
Miami, FL

AN AMERICAN TAIL: Don't let the "kidware" look of the box fool you, this is a real adventure game. Complete with all the trappings of that genre, Fievel sets out through *both* of his film adventures (*An American Tail* and *Fievel Goes West*). The digitized VGA backgrounds make for a nice setting as the characters interact through dialogue sequences and the player selects an appropriate answer from a list of choices. Naturally, items must be found and logic puzzles solved, but these are geared for ages approximately eight to twelve. There are also games to be played along the way, which must be won in order to advance. Frankly, this is the right game for kids to try after they master *Mixed Up Mother Goose* (assuming, of course, that one wants them to grow up to be adventure gamers and have no one else ever get to use the family computer again). IBM ($44.95). Circle Reader Service #2.

Domark
5300 Stevens Creek Blvd.
San Jose, CA 95129

PIT FIGHTER: "If I only had a quarter for every quarter I ever spent playing *Pit Fighter*." Every arcade enthusiast who ever thought this and has an IBM or Amiga at home can probably consider this home version of the popular coin-swallower to be an investment rather than an expenditure. Faithfully recreating the latest coin-op version, but without the graphic pizzazz of the arcade version, *Pit Fighter* features one and two-player modes. The three classic characters of Ty, Kato and Buzz are ready for players to lead them to the World Pitfighting Championship. When playing this delicious coin-op conversion, fortunately, no "quarter" will be asked (after, of course, 160 are given). IBM, Amiga ($39.95). Circle Reader Service #3.

SUPER SPACE INVADERS: Like *Pac Man*, *Space Invaders* became a part of American culture in 1979. Those little alien ships that shimmied back and forth as they oozed down the screen toward the player's "kill-o-zap"



Grand Prix Unlimited



An American Tail



Pit Fighter



Super Space Invaders



Global Effect

gun. All the while, they were hurling down their deadly "squiggles o' doom" while the player hid underneath the very bunkers at which the squiggles were chipping away. Would the last alien die before the player's gun? This hot-rodded version is very '90s now, with a nice enough graphic look and sound support to mesmerize another generation. Now, with new levels to conquer, "hidden" levels to find and some aliens who have learned some new moves, it's time to spin that classic Dr. Demento tune, *Space Invaders*. ("He's hooked, he's hooked, his brain is cooked!"). IBM ($39.95). Circle Reader Service #4.

Electronic Arts
San Mateo, CA

GLOBAL EFFECT: Since this is an election year, hearing promises that won't be kept shouldn't affect our American readers. Still, this British game might have been better had it avoided both the politics of broken promises and "political correctness." An interesting blend of *SimCity* meets wargaming (and a few other genres — there is a *ton* of promise in this package), the player is in charge of an environmentally doomed planet facing an ecological ice age. As urban sprawl happens of its own accord, one must keep up with the Jones family (and everyone else), providing them with the energy, fresh water and sewage treatment they need to get a bad situation from getting worse. Suffering from woefully understated documentation, a special dedication to the subject is almost a prerequisite in order to enjoy the "learning experiences" in store when playing this game. Amiga, IBM ($49.95). Circle Reader Service #5

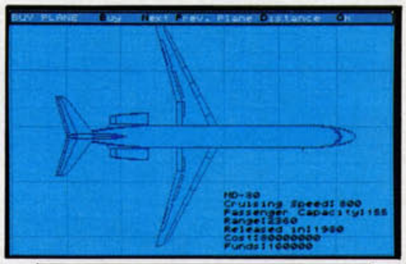
HEROES OF THE 357TH: It's a tough market out there for flight sims, and *Heroes of the 357th* has everything it takes to be largely ignored by the hard core "joystick jocks" out there. Using a *Wing Commander* style of mission segues (including no player requirements to take off or land), plus briefings, promotions, etc.), players are limited to flying P-51D Mustangs as they go on a campaign tour of duty with "The Yoxford Boys." While the flight model in *Chuck Yeager's Air Combat* was superior, *Heroes* still has value as an introductory flight sim for those who don't want to learn a keyboard full of keystrokes to accompany their simple joystick maneuvers. IBM ($49.95). Circle Reader Service #6.

HONG KONG MAHJONG PRO: Knowing a good thing when they see it, the folks at EA read about the original

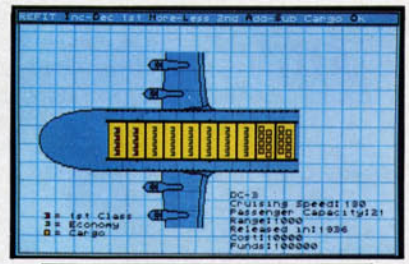
BUILD YOUR OWN AIRLINE!



- Develop your own global route network



- Buy the latest planes as new technology becomes available.



- You decide how to fit out all your planes.

Air Bucks is your chance to build an airline- it won't be easy, but if you make it the rewards are huge! Start with $100,000 and a DC3 in 1946, at the start of the air travel boom. Decide which places to fly to, where to use as a hub, when to buy new planes and which ones to buy. New planes become available over time, from a DC9 to Boeing's 747! But beware just because a plane is new does not mean it is right for you. You must also find the cash to pay for it; and planes don't come cheap! You are sure to need the help of your friendly bank sooner or later, or even to sell shares!

AIR BUCKS



- *1 to 4 players (human or computer)*
- *Sophisticated economic model.*
- *World map can change every game.*
- *Fleet size larger than you're likely to ever need!*
- *Detailed Graph Chart and reprints*
- *Hi-Resolution Graphics supported (IBM PC).*
- *Easy to use point 'n' click interface.*



- You can even set the luxury level on your fleet.



- There's money to be made in cargo as well as passenger flights.



- Will you beat your rivals to this and other targets.

YOUR RUNWAY TO SUCCESS!

Impressions

Committed to Excellence in Strategy Entertainment

Hong Kong Mahjong right here in the pages of *CGW*. Now, a handsome programming effort has gone into this faithful recreation of the popular Chinese gambling game. Skillful play of the beautifully rendered tiles is required to make the various runs and sets required to play a chow, pong or kong. Since *Mahjong* is a 4-player game, a dozen digitized computer opponents are included. Rich with graphic detail, a tutorial is provided for those without experience in *Mahjong* and very tough opponents for those who think they know their way around the wall. IBM ($49.95). Circle Reader Service #7.

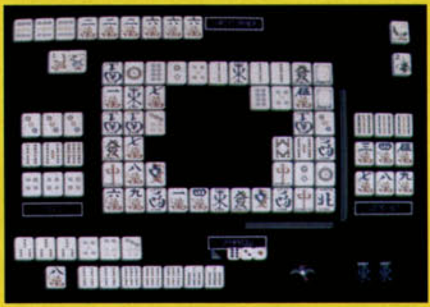
RAMPART: Bolster the balustrades and man the machicolations, 'cause in this conversion of a coin-op hit, the cannon balls come fast and furoius. In solo mode, the player defends his walls from attack by sea; sinking enemy ships and rebuilding his walls with *Tetris*-like skills. In the two or three player mode, the players turn the guns upon each other, trying to knock down walls faster than the opposition can build them back up. This one requires a sensitive mouse-hand and calm spatial-puzzle skills under pressure. If lightning-paced arcade action makes one looney and *Tetris* makes one batty, then one had better set sails for another shore. If, however, hot and fast multiplayer competition tickles one's turrets, one can break out the mead and sweetbread and have a ball (or several) with *Rampart*. IBM ($39.95). Circle Reader Service #8.

Hi Tech Expressions
584 Broadway, New York, NY 10012

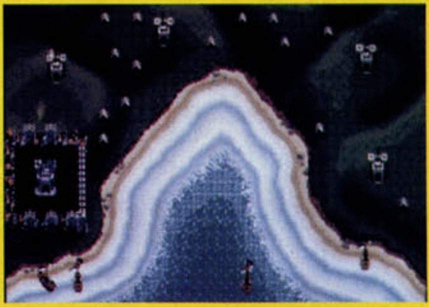
PETER PAN & ROBIN HOOD FAIRY TALE FACTORY and LITTLE MERMAID & BEAUTY AND THE BEAST FAIRY TALE FACTORY: These two products are two sides of the same coin. Although they have a pseudo-Disney print kit feel about them, these are really cartoon "frame" kits. Users select background scenery, objects, characters and dialogue balloons and arrange them in such a way as to create a "cell." The two characters in each package (Peter Pan & Robin Hood for "boys," Little Mermaid & Beauty and the Beast for "girls" if color coding has anything to do with marketing) can be mixed and matched for kids to make some interesting original creations. Dialogue is typed in and the art files are called in through very DOS-like menus, placing these *Fairy Tale Factories* beyond the youngest user age group. Thank goodness this is marketed toward kids, because a bunch of adult magazine editors (who shall remain nameless) can come up with some balloon text that would make their parents blush. [grin] IBM ($24.95 each). Circle Reader Service #9.



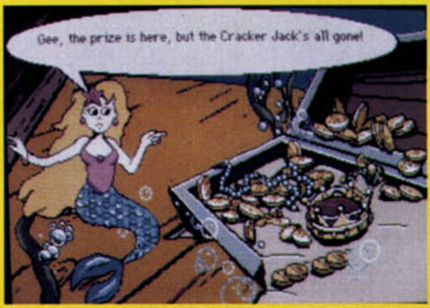
Heroes of the 357th



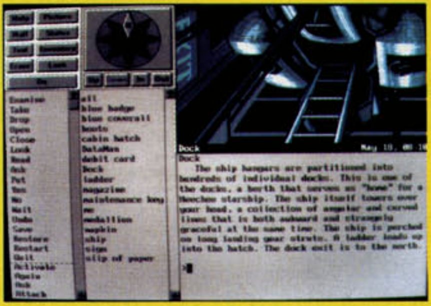
Hong Kong Mahjong Pro



Rampart



Little Mermaid/Beauty & The Beast Fairy Tale



Frederick Pohl's Gateway

Legend Entertainment
Chantilly, VA

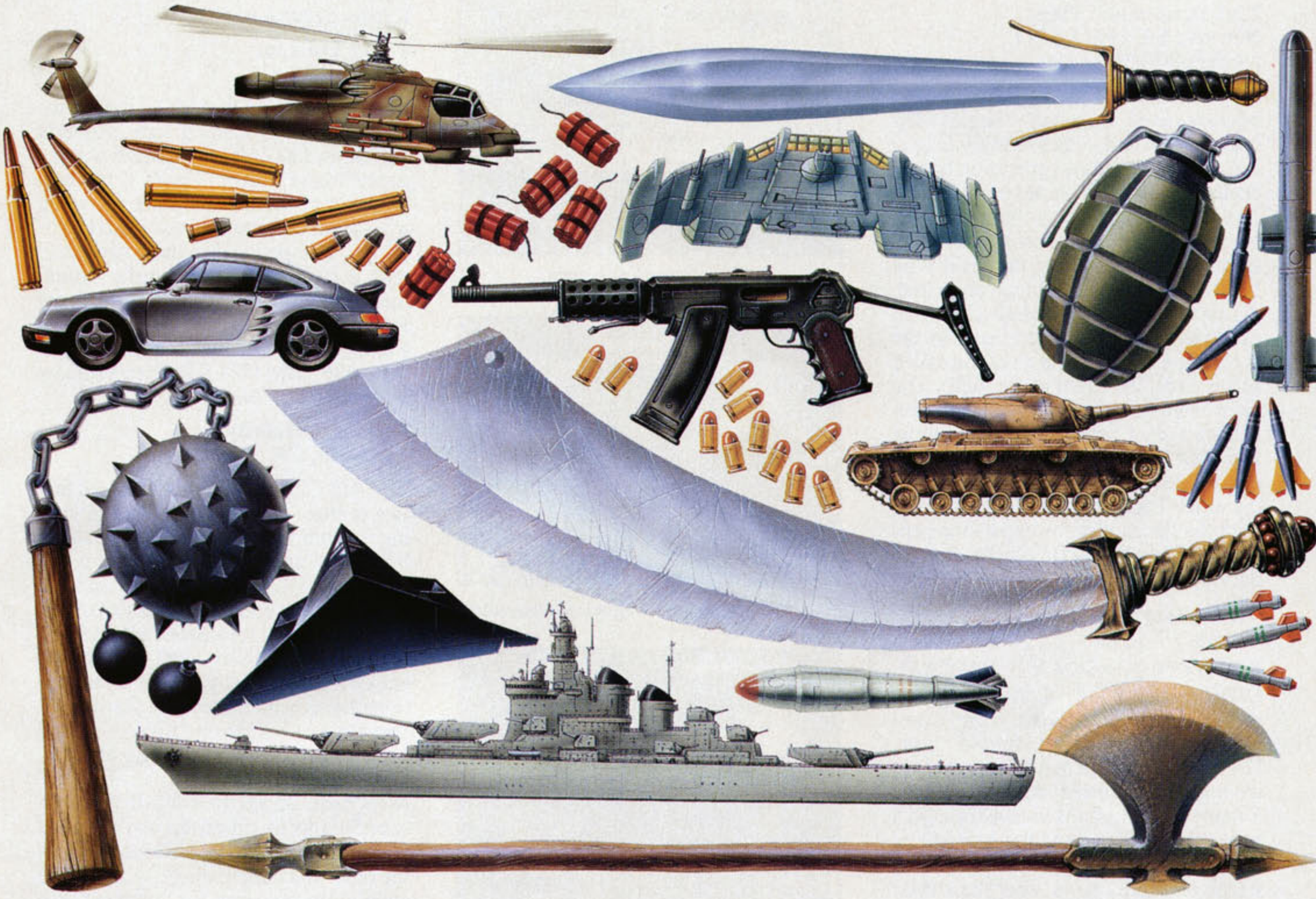
FREDERICK POHL'S GATEWAY: Sporting the "Legend-airy" interface of look of their *Timequest* and *Spellcasting* products, this time the supercharged text adventure engine with graphics sports a 256-color VGA pallette and new screen formats with which to have dialogue and operate the high tech equipment of the world created in the popular *Gateway* science fiction series. This latest offering from the Legend team is their largest adventure to date (seven meg on the old hard drive) and, despite the sound support bug in the initial release, is causing many lost hours of sleep among adventure gamers here at the office. Because of the grandeur of this epic, an official hint book is included in the package for those suffering from the "Heechee Jeebies." IBM ($59.95). Circle Reader Service #10.

Mallard Software
550 Edmonds #201
Lewisville, TX 75067
(214) 436-0044

FS PRO: For those who know where they're going but don't have a flight for getting there, this is the *Microsoft Flight Simulator* companion product to solve that problem. Calculating distance, headings, wind course corrections, weights and balances, and managing fuel are only part of the many features this package provides for simulation airline pilots. Complete with ground school module, flight logs and airport databases, the on-screen help will ease assimilation. Best of all, the package is prepared to get you through the roughest turbulance of all by including a memory manager to get the entire operation off the ground in the first place. With products like this, Mallard has earned their wings. Circle Reader Service #11.

HAWAII SCENERY UPGRADE: Climb in a Cessna and enjoy the scenery of this tropical travelogue. The big island, Maui, Kahoolawe, Oahu, Kauai and all the other islands are there for your perusal along with two dozen airports for the island hoppers out there. Islands extend out through the Leeward Islands all the way to Midway. (Not pictured). IBM. Circle Reader Service #12.

AGAINST ALL ODDS



YOU CAN STILL GET EVEN.



TO TAKE ON TODAY'S HEAVY ARTILLERY, YOU NEED ALL THE HELP YOU CAN GET. ENTER THE GRAVIS PC GAMEPAD,™ THE TURBO-FIRE GAMEPAD THAT REALLY CREAMS THE COMPETITION. WITH BOTH RIGHT- AND LEFT-HANDED CONTROL. SUPPORT FOR FOUR INDEPENDENT BUTTONS. A REMOVABLE JOYSTICK HANDLE. AND EASY TO CONNECT TO ANY IBM-TYPE PC GAME PORT. SO GET YOUR HANDS ON A GRAVIS PC GAMEPAD.™ AND GET EVEN ONCE AND FOR ALL.

Advanced
GRAVIS

Circle Reader Service #67

Manufacturer's suggested retail price, $29.95. TM trademark of Advanced Gravis. Phone (604) 431-5020.

Taking A Peek



FS Pro Hawaii Scenery



Wing Commander II, Special Operations



Aquaventura



Tetris Classic



Prophecy of the Shadow

MicroLeague Sports
2201 Drummond Plaza
Newark, DE 19711-5711
(302) 368-9990

MICROLEAGUE BASEBALL 4: And *Microleague Baseball* begat *Microleague 2*, and… begat *Microleague Baseball 4*, the latest generation of **Microleague** baseball games in their near-10 year tradition. The grounds crew has been busy on this managerial-level simulation, resurfacing the field with VGA graphics and adding animated, digitized, old-time baseball clips that run briefly at pivotal moments in the action (the close play at first, the called strike three, the catch at the wall). The most interesting new feature is the result of a deal between **MicroLeague** and **USA Today**, through which players can download daily statistics from the USA Today Sports Center for use with the fantasy league expansion program. IBM ($49.95). Circle Reader Service #13. (Not Pictured)

Origin Systems
Austin, TX

WING COMMANDER II, SPEC IAL OPERATIONS II: Concluding the middle part of the great *Wing Commander* trilogy, our intrepid hero, "Blue Hair," is back to dealing mayhem among the Kilrathi foes of Terra. Twenty new missions weave through a complex plot involving the new *Morningstar* prototype fighter (a squadron of which is lead by none other than "Maniac" himself) and the traitor "Jazz" Colson is back to cause more trouble as he works for the secret society of the Mandians. This expansion campaign requires a copy of the original *Wing Commander II* game to play (and a certain tolerance for the new nuclear weapons technology — oops! Are we giving too much away?). IBM ($29.95). Circle Reader Service #13.

Psygnosis
Brookline, MA

AQUAVENTURA: Psygnosis. Need more be said? State of the art Amiga splash screens and 3-D graphics, a post-apocalyptic fiction, and more bit-blasting action than a joystick jock could stand. In this inflection of the Psygnosis theme, the player's spirit (in the form of a space ship) moves over the face of the deep (a water world taken over by aliens) in 3-D action resmbling *BattleZone* or *SkyFox*. In between battles, the player is treated to those wire-frame, space/time wormhole piloting sequences that players have been hating since *Star Raiders*. Basically, beneath the Psygnosis sheen lies aged mechanisms of arcade gaming's past. Amiga ($49.99). Circle Reader Service #15.

Sierra On-Line
Coarsegold, CA

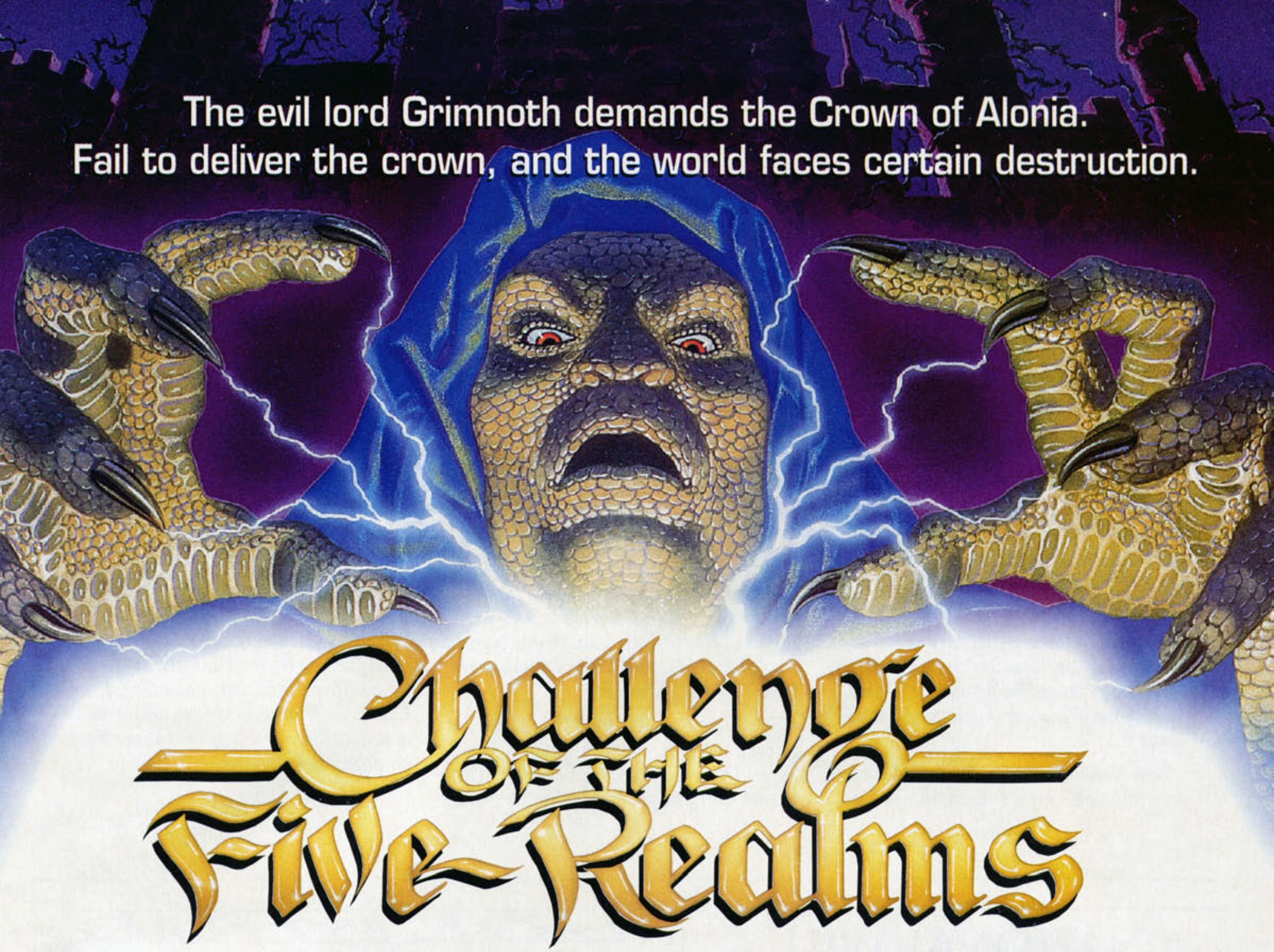
THE DAGGER OF AMON RA: Interactive fiction's leading lady, Roberta Williams, has cast her creation and the genre's best actress, Laura Bow, in a new tale of murder and intrigue, set in a museum of natural history and Egyptology. Trapped within these dark halls with a group of untrustworthy caricatures, our cub reporter must unearth the mystery of Amon Ra before a killer (or a curse?) puts her on Isis. Previewed in issue #95. IBM ($69.95). Circle Reader Service #16. (Not Pictured)

Spectrum HoloByte
Alameda, CA

TETRIS CLASSIC: It's nice to see that this is more than just a mere repackaging of "the same old stuff." Spectrum has added one "hol of a byte" into this 256-color VGA improvement on their classic arcade addiction. Russian music has been scored for sound cards, adding to the Russian "fairy tale" motif of the backgrounds. Many two-player options have been added and feature co-operative, competitive and head-to-head modes (one new addition even features dual pits). "Soft drops" have been added to control the drop speed of pieces, pit depths can be varied and timer settting, in addition to all of the other standard settings, will provide even more variation for this great productivity killer. Now the only question is, how to hide this game from the wife and kids? IBM ($49.95). Circle Reader Service #16.

SSI
San Mateo, CA.

PROPHECY OF THE SHADOW: Tired of feeding, watering, and blowing the noses of a party of 8 adventurers? Weary of long (and useless) character attribute lists that run from Bocci Skill to Resistance Against Ad Campaigns? With this product, SSI kicks off a new line of single-character role-playing adventures that keeps the mechanics to a minimum and the story to the max, using a brand new engine and a new look, complete with digitized images of costumed human models as NPCs. With one character to hassle with and only three attributes to worry about, this may provide a nice break for the logisitics-weary veteran or the perfect introduction for the role-playing initiate. IBM ($59.95). Circle Reader Service #18. CGW



Spellbound In The World Of Nhagardia™



The multi-dimensional world of Nhagardia is quickly becoming paralyzed by Grimnoth's terrifying plague of darkness. As Prince of Alonia, you now have 100 days to keep the world from being cast into eternal despair!

But is 100 days enough? After all, in addition to confronting Grimnoth's evil forces, you'll have to unlock the many mysteries behind his power. You'll need to overcome the myriad obstacles that dot each realm. What's more, by accepting this great challenge, you'll be the first in many centuries to traverse the five magical realms of Nhagardia. Which means there's no telling what you're in for!

Will the fantastic beings you need to complete your quest actually come to your aid? Will you have the mettle to survive adventures in a vast underwater land or a magical kingdom in the sky? And will you find all the clues and enchanted objects you need to break Grimnoth's sinister spell?

Actual screens may vary.

Your actions will determine your fate as you journey through Challenge of the Five Realms, an original fantasy role-playing adventure from adventure gaming hall-of-famer Marc Miller.



Challenge of the Five Realms will thrill you with a multitude of wondrous and unpredictable scenarios. Scenarios brought to life by hundreds of strange and magical beings, compelling animations, captivating digitized speech, streamlined character generation, and spellbinding graphics!

Grimnoth has thrown down the gauntlet. Now are you brave enough to pick it up?!!

MICROPLAY™ SOFTWARE

Marketed by MicroProse Software, Inc.

Call 1-800-879-PLAY

180 Lakefront Drive, Hunt Valley, Maryland 21030-2245.

For IBM-PC/Tandy/compatibles.



RUMORS

Fans of the *Advanced Dungeons & Dragons*™ role-playing system will be interested in hearing that **The Sierra Network** plans to provide on-line gaming as part of their future service.

John Comeau (*Vegas Johnny's Dealer's Choice*) will be working on a Roulette game for **Villa Crespo**'s *Coffee Break* series. It will have a heavy statistics database.

Apogee Software (masters of shareware) may be transferring their 3-D technology from *Wolfenstein 3-D* to a *Car Wars/Roadwar/Deathtrack*-style game.

Dan Bunten is seriously considering an updated *M.U.L.E.*-style game. Whether he does or not, it seems very likely that Bunten's **Ozark Softscape** will return to the **Electronic Arts** fold in order to reach a new audience for multi-player games on a new platform.

The Fat Man, George Alistair Sanger, and Team Fat, George's team of counterpoint commandos, are currently working on the musical scores for two edutainment titles: *Berenstain Bears, Learn at Home* from **Compton's NewMedia** and *Mutanoid Word Challenge* from **Legacy Software**.

Strategic Simulations, Inc. plans to release the U.S. version of *Steel Empires*. To be called *Cyber Empires* (to ensure that gamers do not confuse this game with **Acclaim**'s cartridge game entitled *Steel Empires*), the game features robotic combat (with elements of strategy and action) from an overhead perspective and features adventure elements within a (promised) rich universe in which to hold the martial events which form the core of the game.

GDW (Game Designers Workshop), the respected boardgame publisher, is working with electronics manufacturer **JVC** to coordinate development of cartridge and CD-ROM games for the *Dangerous Journeys* role-playing system. *Dangerous Journeys* is the latest Gary Gygax design.

Cyborg Games, the respected Play-by-mail publisher, has announced that it will close its doors by mid-July.

The Summoning is a new first-person fantasy role-playing game to be released by **Strategic Simulations, Inc.** Designed by **Event Horizon Software** (*Dark Spyre* and *Dusk of the Gods*), the CRPG is expected to emphasize skill and character development more than combat strategy. CGW

An adventure game that will keep you on edge...



THE DAGGER OF AMON RA™

THE SEQUEL TO ROBERTA WILLIAMS' "THE COLONEL'S BEQUEST™"

ACTUAL VGA SCREENS



Laura Bow is back, trapped in an imposing museum...



...surrounded by socialites, miscreants, thieves...



...and a cold-blooded killer!

Can you finish this master-level *Laura Bow Mystery* before it finishes you?

SIERRA®

Circle Reader Service #89

SUGGESTED PRICE: $69.95. TO ORDER, CALL 1-800-326-6654

CGW Looks At



Sneak Preview

by Chris Lombardi

Sneak Previews are not designed to be reviews. They are feature articles based on "Works in progress" that CGW's editors have deemed worthy of early coverage. These articles are not intended to provide the final word on a product, since we expect to publish appropriatae review coverage when the game is completely finished.

The cliff-hanger — that early TV, and even earlier film gimmick, that kept the first generations of vid-kids coming back to the tube at the "same Bat-time, same Bat-channel" to behold the horrible fate of their favorite Hero. Would Flash Gordon and his hopelessly damaged ship careen into the heart of the sun?! Would Batman and the Boy Wonder become pickled pescados in the Penguin's pernicious pickerel-packing appliance?! Of course not, but, as per the schemes of a nefarious, Hollywood-employed psychologist, we would come back to the matinee or the boob tube to witness Our Hero's improbable, though certain, escape.

Access, and lead designer Chris Jones, have adopted this device, and many other relics of this "classic" Hollywood era, in adding to the growing group of interactive fiction titles that parody the work of this bygone age. Amazons: Guardians of Eden (Amazon) imitates/parodies the popular "jungle film" in which the intrepid Amazonian adventurer would, without fail: hire out a run-down cargo plane that would run out of gas/be shot down/find itself without a pilot; run across a rivulet teaming with piranha; cross a treacherous, dilapidated rope bridge; end up in a cannibal's pot or with a blowgun in his ear; and, finally, meet an Aryan beauty in the heart of the jungle. *Amazon* is structured like the serials of old, such that each of these stereotypic events in the life of a jungle adventurer is encapsulated in a "chapter" that seems always to end on the crux of a dilemma.

Just as Amazon's story is a composite of nearly every jungle adventure story ever told, so its look and game play are each respective composites of their forebears. Nearly every scene in Amazon involves a skillful blend of several

media and media techniques: digitized video, "painted" computer graphics, digitized photos of modeled artifacts and sets, and animation. Under the direction of Doug Vandegrift (an award winning story-boarder and animator of several Saturday-morning cartoon episodes), the **Access** art team has created a solid, uniform look out of these mixed media. Whereas many games that mixed digitized images and painted images in the past have had a jarring, "chunky" look (including **Access**' very early graphic adventures), *Amazon* finds the integration techniques maturing — and the graphics acquiring a more believable quality.



The game play, too, mixes gaming devices and perspectives in a way that will certainly keep gamers on their toes. For the most part, the game is a typical graphic adventure. The player must search each graphic screen for the horde of artifacts with which to fill his immense pockets, and employ them in extended strings of actions. The puzzles tend to be on the more involved side (to the delight of adventure gamers who bemoan the trend toward easier puzzles in recent games) and some are fresh and interesting. Many are time dependent, that is, the player must figure out the correct sequence of steps under pretty unforgiving time constraints. In these sequences, one's character will die many times (giving plenty of opportunity for graphic death scenes, each preluded by a flashing "Shock Warning!" in deference to a goofy technique of early film), but each death will usually provide a hint on how to avoid the immolation/puncture wound/cranial trauma the next time.

Amazon also has some interesting cooperative puzzles where the player can gender-swap between the main male character, Jason, and his female side-kick, Maya. In the graphic adventure sequences, each character sees things in his or her own particular light, revealing information that the other might not be privy too. In a more interesting sequence, the player must alternate between the two in order to master a spatial puzzle, best described as a simplified Lemmings level. It's a cute, spicy touch.

Amazon also sports a couple action sequences, where the player must make simple decisions in real-time. One is the classic "pit of despair" scene where the player is thrown into an arena to do battle with a Titan of some sort for the entertainment of cruel spectators. In this case, the Titan is an immense Amazonian bred ant, digitized and animated from a model. The ant looks wonderful -- as if it were pulled directly out of an early Hercules film, giving the entire sequences that campy feel of "B" adventure.

Pleasing Everyone

There has been concern within game design circles that in order to please hard-core game players, designers are being pushed to create increasingly more complicated games, to the exclusion of casual gamers and new comers (and thus, according to a few industry "chicken littles," cause the stagnation and death of the entire industry). **Access** has been concerned about this as well and has struck a decent compromise in *Amazon*. As mentioned, some of *Amazon*'s puzzles are a bit involved which, though refreshing to the advanced gamers, might be daunting to a new computer user and gamer. But these casual gamers and the newbies need not fear that they will be stuck on screen-one of their $50+ investment. *Amazon* allows players to set the game difficulty level at the beginning of the game. The difficulty setting does not alter the game's puzzles in any way, but rather, determines the number of times the player can access the tiered, on-line hints, which range in their explicitness from the gentlest nudge to a heave and a throw. A player can access the hints as many times as he likes, no matter what difficulty level he is playing, but, if he peeks more than his difficulty setting allows, he might not receive quite the lipstick-smeared hero's ending he was expecting.



Speak To Me!

As in many adventure games of its ilk, the *Amazon* story development involves conversations with a variety of characters found throughout the game. These characters manifest themselves as animated, digitized clips of actors, as in **Access**' earlier *Mean Streets* and their most recent *Martian Memorandum*. Fortunately, **Access** got actors and actresses from a local acting troop to read most of the parts. It's been common practice among many companies to grab anyone around the office, family, friend to read spoken parts in games — to wincing effect. Here, most parts are read well, and, even if some lines are over acted, they blend into the campy feel of the whole.

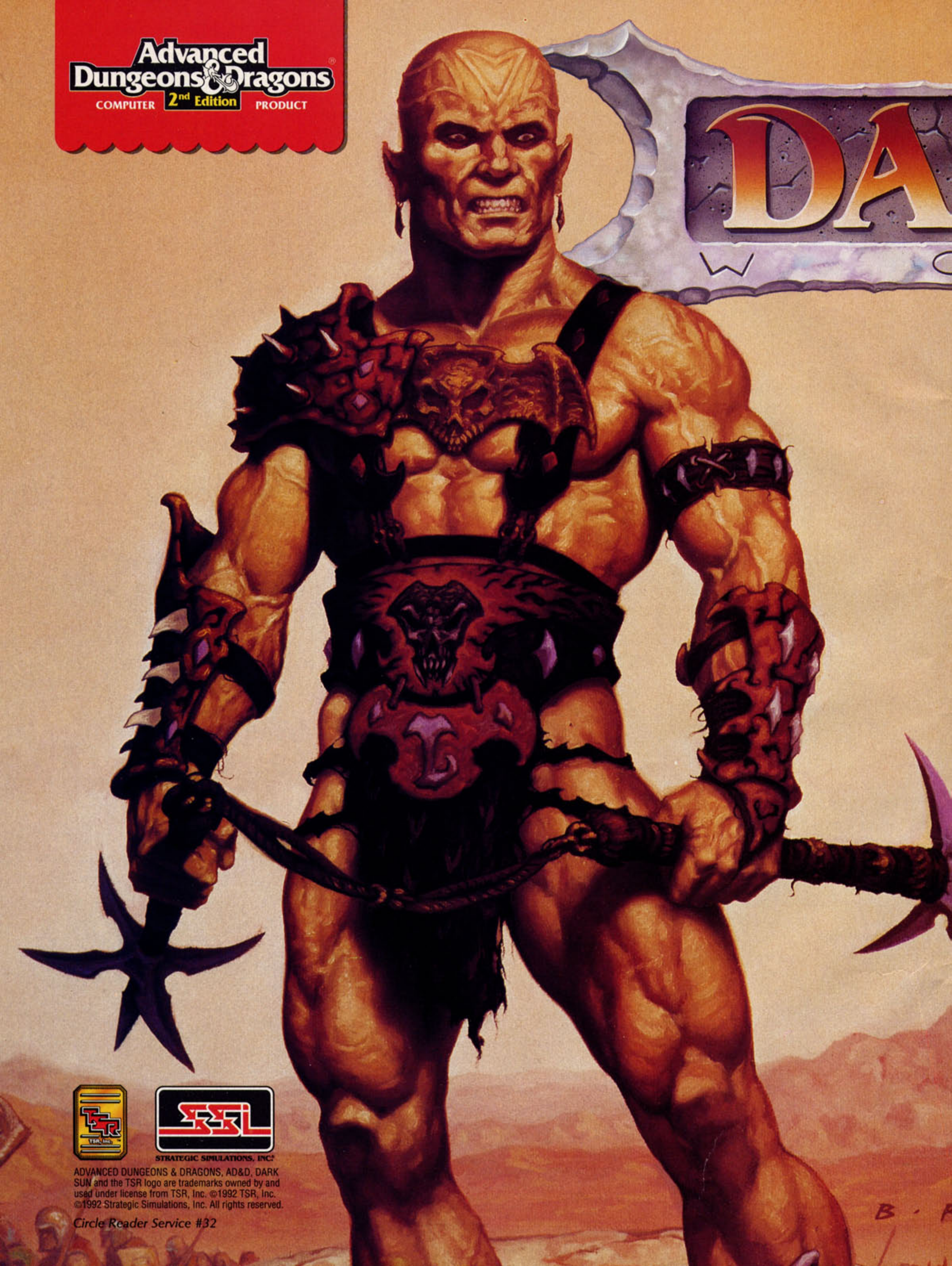
But even the best acting can't bear up to the repetition involved in an adventure game's conversational tree. Designers have yet to find a discourse system that eliminates redundant tracing of a conversational path. While gamers have gotten used to this convention with mute games, the problem becomes a "blaringly" apparent nuisance when one must actually listen as conversational snatches are repeated three, four and five times.

While **Access** has not eliminated the "tree" convention, they have reached what seems to be a decent solution to the redundant speech problem. A character in *Amazon* will only actually speak his or her first and last (greeting and concluding) lines. This gives the player the pleasure of hearing the characters speak, but saves the device from being over done. The introducing line sets up the character's personality and allows the remaining text to be "heard" by the player in that voice. If the player should happen to come back to a character and initiate a conversation again, there will often be a different greeting and salutation, even though the majority of the textual conversation is repeated.

From the gorgeous opening rain forest pan reminiscent of the spectacular footage in the recent film *At Play in the Fields of Our Lord*, to the story's multitude of silly references to the Baby Boomers' collective TV conscious, from the visceral South American rhythms of the **Roland** soundtrack (similar to those rediscovered by Paul Simon in his *Rhythm of the Saints* album), to the campy storyline of a "B" *Romancing the Stone, Amazon: Guardians of Eden* is as diverse and colorful as the region in which it is set. In it, we begin to see interactive movies mature and strike a satisfying balance between cinematic moments and interactivity.



Will *Amazon: Guardians of Eden*, avoid the dreaded *CGW* cover curse and hit its September release date, or will it be thrown into the bug-filled pit of software delay?! Stay tuned... CGW



Advanced Dungeons & Dragons
COMPUTER 2nd Edition PRODUCT
TSR, Inc.
SSI
STRATEGIC SIMULATIONS, INC.
ADVANCED DUNGEONS & DRAGONS, AD&D, DARK SUN and the TSR logo are trademarks owned by and used under license from TSR, Inc. ©1992 TSR, Inc. ©1992 Strategic Simulations, Inc. All rights reserved.
Circle Reader Service #32

DARK SUN™ WORLD

HARSH NEW WORLD! HOT NEW ENGINE!

Are you ready to play like never before?



Prepare to take a *quantum leap* in computer AD&D® role-playing — on the most successful new fantasy world ever launched: the DARK SUN™ game world! *Shattered Lands*, first in this next generation of adventuring, delivers state-of-the-art technology, unrivaled game design and an intricate storyline.

HARSH NEW WORLD. Unleash your imagination on a brutal, savage world, sun-scorched and wind-scraped. Create a party from all-new races with higher levels and multiple classes. Then embark on the most spectacular AD&D journey ever!



FULL-SCREEN GRAPHICS, SUPERB MUSIC AND SOUND EFFECTS. Imagine your entire screen filled with spectacular graphics and cinematics. The action is continuous, the suspense and drama unbroken — you never leave the screen to go into another mode for combat, inventory or conversation. Add the splendid music score and sound effects and the DARK SUN game world truly comes alive!





Screens shown: 256-color IBM VGA.

FULL-BLOWN 16-BIT ENGINE. Designed to take full advantage of powerful 16-bit computers, the game features incredibly smooth animation and game play. Your party moves realistically across the screen. Pick up and examine objects, interact with the physical surroundings, converse with characters, battle monsters — all with richness in detail and realism like never before!

POINT-AND-CLICK INTERFACE. You do everything using your mouse for the quickest, easiest game play ever!

Shattered Lands. The next generation of AD&D role-playing adventures!

IBM • AMIGA • MACINTOSH

Clue Book available!



TO ORDER BY VISA/MC: call 1-800-245-4525 (in USA & Canada).
To receive SSI's complete product catalog, send $1.00 to:
SSI, 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086.

I Slammed The Sharif, But Did Not Finesse His Devotees

Interplay's *Omar Sharif On Bridge*

by Johnny L. Wilson

Some of the "People who need people" are card players who are looking for contract bridge partners. With **Interplay**'s release of *Omar Sharif On Bridge*, the male lead from the films "Doctor Zhivago" and "Funny Girl" (the musical being the source for the hit song, "People") has managed to lend his name, voice and expertise (as a syndicated columnist on bridge) to a product that enables computer gamers to find computerized bridge partners and opponents at any time of the day or night. In providing these partners and opponents, *Omar Sharif On Bridge* (*Omar*) features a modicum of graphics, digitized voice (for *Sound Blaster* owners), print capability (for those who want to study hard-copy records of their games) and on-line tutorial based on Sharif's advice with regard to each trick.



Bridging The Gap

Though the graphics in *Omar* may not seem remarkable to gamers who are used to the latest in SVGA games, it is both esthetically and functionally superior to **Electronic Arts**' CGA offering, *Grand Slam Bridge* (released in the mid-'80s) and some very competitive all-text games created by Tom Throop during the same period. The "cards" are displayed in their proper colors and set in the paradigmatic N,E,S,W configuration used in most bridge books and newspaper columns. Hence, play is easy to follow and flows like a real game. In addition, the game uses a graphic grid to assist players with the bidding conventions. Reading from left to right, players can immediately visualize the next appropriate bid by observing how many "lower" bids have already been crossed out. Since bidding is one of the toughest matters for beginners to learn, this is an extremely helpful feature.

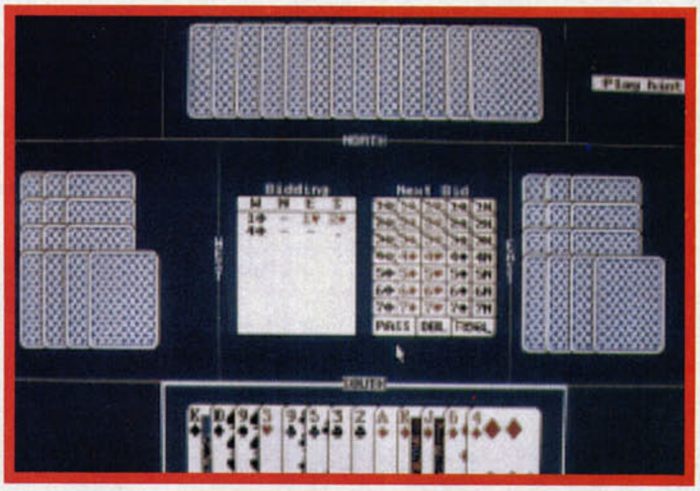
TITLE:	Omar Sharif On Bridge
SYSTEM:	IBM
# PLAYERS:	1-4
PRICE:	$59.95
DESIGNER:	Chris Emsen
PUBLISHER:	Interplay Productions, Santa Ana, CA

By providing a *sotto voce* commentary during the game, Sharif's voice adds a touch of class and sophistication when the digitized speech option is chosen. While the option adds to the initial "wow" of the game, it does not add significantly to the play value of the game and is not anywhere near as valuable to the gamer as the print option and on-line advice. The former lets one compare custom games with the games recorded in standard bridge literature (e.g *Goren's Bridge Complete* or Grant and Rodwell's *Bridge Maxims*). The latter is particularly valuable when one can type in bridge problems from one's favorite newspaper columnist and compare Sharif's advice with that in the newspaper.

A Trump Without A Castle

The artificial opponents in *Omar* are precise, playing in textbook fashion, and rarely make mistakes. They can, occasionally, be finessed, but not often. A finesse is, for example, when South leads a small card of one suit (e.g. spades) even though West, one of the opponents, may have the outstanding high card in the suit (e.g. the ace) to the

Dummy's penultimate high card (e.g. the king). If West opts not to play the ace, South finesses the trick by playing the king as high card. If West does play the ace, South plays another spade and manages to promote the king to high card in the suit for a later trick.



Promoting means to raise a card (or cards) to the highest position in a given suit. If the player has all the face cards in a given suit, he/she can promote them by playing the king and forcing his/her opponent to either play the ace or lose the trick with the king in it. Of course, once the king and ace are gone, the queen and jack become the highest cards in the suit. Promotion is relatively easy in *Omar* because the artificial opponents tend to play the high cards right down the line rather than risking the loss of a trick through a daring finesse.

Who's The Dummy?

In short, anyone can pick up *Omar Sharif On Bridge*, whether they have any bridge background or not, and learn how to play a respectable game. I had personally never played bridge before picking up *Omar* and had always been somewhat overwhelmed by the contract bridge literature I had perused. After playing *Omar*, the bidding made sense (thanks largely to the provision of the grid system) and I was able to understand how to promote cards and finesse tricks. For those who do not feel comfortable with bridge as fast as this "42" (a game played with dominoes where each end of the domino can be a suit) and *Rook* (the **Parker Brothers** card game with similar play mechanics) player, *Omar* even allows one to let the Dummy (the open hand, visible to all players, which is usually played by the winning bidder) play so that one does not have to worry about making a mistake. With the on-screen hints to let the player know what he/she should play and the option to let the Dummy play, even novice players should be immune to fear.

Zhivago Knows Bridge

Since discovering *Omar Sharif On Bridge*, I have been informed that there is a $300 program that is more complex and features a superior AI to that of *Omar*. For most of us, however, *Omar Sharif On Bridge* is so easy to get into, challenging to play and well-designed in terms of interface that it is likely to become a permanent resident on our hard disks.

CGW

SPORTS FINAL

The Golfing News

A Round-Up of Events in the World of Computer Golf

CGW #98 "On In Regulation. Two-Putt. Isn't Life Grand!" September 1992

The "Year of Computer Golf"

What was once a sleepy (albeit steady) category, computer golf has, in 1992, become one of the hottest tickets in town. Several major releases or strategic alliances have occurred or are about to occur in the field.

Speaking of hot tickets, two of the game manufacturers had press events at the U.S. Open at Pebble Beach in June (see the related stories).

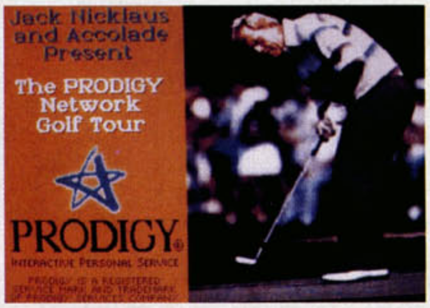
Ranging from cartridge based product releases through on-line golf tournaments, a half dozen companies are making significant contributions in 1992 to what may become known as the *computer golf hobby*. Like flight simulator fans, computer golf fans are becoming a recognizable group of gamers. With the on-line golf communities on the Computer Sports Network and Prodigy (see below), this group of gamers will become even more visible.

Actually, computer golfers are potentially a larger consumer group than computer gamers in general. People who would never consider themselves computer gamers are buying and becoming computer golf junkies. One group of fans of **Access Software's** *Links* golf game are actually touring the country playing the real life courses they have played on *Links*. The presence of on-line golf tournaments is creating a telecommunity of computer golfers that will surely some day spawn real life golf tournaments bringing together golfers who have befriended one another in on-line tournaments.

Computer golf instruction and teaching is becoming a reality as well. Last year **Microleague Sports** released *Personal Pro*. This year **MicroProse** will attempt to add an instructional element to their *Greens* (see related story).



The Awesome #8th at Pebble Beach



PRODIGY Golf Tour

PRODIGY AND ACCOLADE TEAM UP

As previously reported in *CGW*, **Prodigy** has teamed up with **Accolade Software** (in association with Jack Nicklaus Productions) to produce PRODIGY Tour Golf. Using a special version of *Jack Nicklaus Golf & Course Design: Signature Edition*, players can randomly join a tour with 149 other Prodigy members or they can reserve their own personalized events with from four to 32 players.

Each month, Prodigy offers a different tournament on a different course. After a player goes on-line and signs up for a tournament, Prodigy downloads the course of the month along with a "round ticket" that controls the weather and time allowed to complete the round. Players then disconnect from Prodigy and play the round at their convenience. In between rounds, they can practice on the same course.

Following each round the player uploads his score card which is displayed on the leader board. After several rounds top scorers advance to the next round. A Clubhouse bulletin board will allow players to post notes to one another, bragging about their good shots, and explaining away their bad ones. The PRODIGY Golf Tour is a Custom Choice option on the Prodigy Service. Members pay $7.95 for each monthly tournament, in addition to their regular monthly fees.



Approaching the 4th Green at the U.S. Open

Microsoft & Access Team Up

In the May issue of CGW, we revealed that **Microsoft** and Access Software were teaming up to produce *Microsoft Golf* (which is basically *Links* for Windows). On June 23, Microsoft ended their official "no comment" stance and announced that *Microsoft Golf* was in the works (with a projected 3rd quarter 1992 release date). Microsoft and Access have taken the highly successful *Links: The Challenge of Golf* (which is a DOS application), and combined it with the push-button Windows interface. On-line help, multiple windowing configurations, the support of 256 colors, and the ability to quickly switch out of a golf game to another application, makes *Microsoft Golf* more than just an enhanced *Links*.

The ability to play a hole, then minimize the game (i.e. send it to the background while working on other applications) will make *Microsoft Golf* a very popular office game. Perhaps too popular. One Microsoft manager said that when *Microsoft Golf* went to "company wide beta-test" some managers were expecting the company to lose a week's worth of productivity.

Microsoft Golf will retail for $64.95. Although the game will run on an 80286, an 80386 is recommended (as is a minimum of 2 MB of RAM). In addition to the English edition, Microsoft will also release German and French language editions. The game will ship with the Torrey Pines Course. *Microsoft Golf* is fully compatible with Access Software's *Links* Championship Course Disks.



Microsoft Golf

T&E Software and Pebble Beach Team Up

T&E Software also staged a promotional event at the U.S. Open. To promote their new *Pebble Beach Golf Links* for the Super Nintendo, T&E Set up two tents with playable copies of their new game for the public. In addition Pebble Beach course pro R.J. Harper took on touring pro Scott Simpson in a charity match of *Pebble Beach Golf Links*. Harper won the contest and donated the $1000 first place prize to the Monterey Junior Golf Association. Scott Simpson donated the $500 conciliation prize to his favorite charity: The Search Ministries.



RJ Harper (L), Head Pro at Pebble Beach challenges Pro Scott Simpson. Simpson sinks a 39 footer on the first hole.

At the 18th green are Jack Nicklaus (in red), Hale Irwin, and Tom Watson (on the green). Photo from round two of the U.S. Open at Pebble Beach.

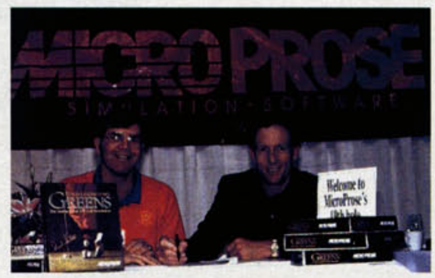


MicroProse and Leadbetter Team Up

MicroProse used the incredible backdrop of the U.S. Open at Pebble Beach to announce the signing of David Leadbetter as the "teaching pro" incorporated in their upcoming *David Leadbetter's Greens*.

Leadbetter is known as the pro who teaches the pros. His techniques, outlined in his best-selling book *The Golf Swing*, and now available in Greens, have improved the play of such PGA pros as Tom Watson, Curtis Strange, Nick Faldo and Ian Baker-Finch. According to the MicroProse, "Leadbetter will accompany players on their rounds and provide invaluable advice on club selection, stance, hand position, swing and shot making."

Greens is more or less the flight simulator of computer golf games. MicroProse has taken the rapid screen refresh technology and camera tracking elements of their flight simulators to make their golf game. Whereas in other golf games you get a static shot of the ball as it flies away from you (or toward you in a reverse angle view), in *Greens* you can select one of seven camera views that dynamically track and pan around your ball.



Stealey (L) and Leadbetter sign the contract.

Using twelve screen refreshes per second your view follows the ball according to the mode you are in (e.g. fixed pan, fixed swing, track 'n pan, and four other modes). While this technology means that *Greens* cannot produce as much graphic detail as other golf games, the dynamic view along with the rolling 3-D landscape gives gamers interesting views and gaming experiences not possible in other computer golf games. Don't let the static pictures (which cannot compete with the static picture of a *Links* or *Jack Nicklaus* screen) fool you. The unique experience in *Greens* is seeing a shot in motion.

The Amiga version (which came out earlier this year) does not carry the David Leadbetter connection, nor is it as graphically pleasing as the upcoming IBM version (due out in the fall).

Continued on pg. 105



Take A Break Pinball ←



Facts In Action ←



Loom CD-ROM →

Star Trek: The Next Generation ↓



More News on Upcoming Computer Games

Part II of the Summer Consumer Electronics Show

Last issue's report spent a considerable amount of space on the "roar of the crowd" aspects of letting consumers attend the Summer Consumer Electronics Show and then, delineated the technological trends to be observed in the "smell of the greasepaint" behind the screens of upcoming computer games. The report closed with a summary of upcoming wargames. This issue, we will look at what is happening in CD-ROM games, sports games, simulations, adventure games, role-playing games and strategy games.

ROM Is Where The Heart Is (CD-ROM)

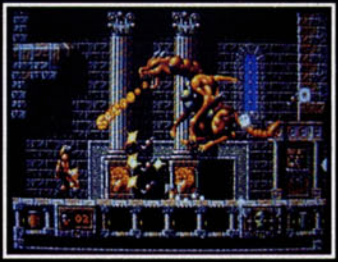
Naturally, when one thinks of CD-based entertainment, one thinks of computerized film footage. So, the first companies one would associate with CD-based entertainment would be those who are related, through a corporate connection to the film studios. In this sense, one would only be half correct. While, at least, two of those software companies associated with film companies (**LucasArts**, a corporate cousin of **Lucasfilm**, and **Sony Imagesoft**, a relative by corporate marriage with **Columbia Pictures**) are serious about CD-ROM development, but neither have combined their CD game projects with film project footage. **LucasArts** plans to release a CD-based version of *Secret Weapons of the Luftwaffe* before the end of the year. It is, essentially, a deluxe version of the disk-based game with all of the extra disks included on the CD. Other **LucasArts** CD-ROM products include *Loom* and *Secret of Monkey Island*, both of which feature enhanced art and digitized voice. **Sony Imagesoft**, publishers of *SewerShark* (described in last issue's report) and an, as yet un-named "Make Your Own Music Video" game, is publishing games with digitized film footage, but not using feature film footage from their corporate relative.

Sega's *Batman Returns CD-ROM* is not expected to use digitized film footage, but will feature extra levels, animation using a new 3-D and portions of the soundtrack from the movie. Other **Sega** CD titles will include *Joe Montana NFL Football* (with a modicum of NFL film footage), *Night Trap* (as described in last issue's CES report), **ICOM**'s *Sherlock Holmes, Consulting Detective II*, **Origin**'s original *Wing Commander*, and a battery of **Sierra/Dynamix** hits: *Adventures of Willy Beamish, King's Quest V* and *Stellar 7*.

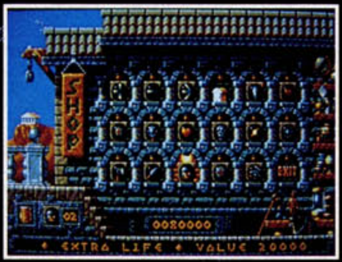
Gamers who play *Microcosm* from **Psygnosis** may feel like they are in the middle of the film, *Fantastic Voyage*, however. The game uses a mixture of digitized film footage and 3-D rendered technology to give gamers the impression that they are actually travelling through the human body. In a similar vein, gamers who play **Interplay**'s upcoming multimedia version of *SimCity* may well think they are watching a local newscast (and the new version may have some gaming twists, too).

ICOM plans to use techniques described as artwork cellularization (capturing artwork into cell-like segments in order to create a higher-quality look to the animation) and landscape blending (a technology that blends animated cels with traditional graphic backgrounds in order to create a more unified look to the digitized "cartoon") in games over a wide variety of platforms. On the Turbo-Grafx-16, **ICOM** will release *Beyond Shadowgate* (a sequel to their floppy-based hit) and *Shapeshifter* (an action/strategy game using the cellularization process prolifically). Their SNES products will include *Road Runner's Death Valley Rally* (a true interactive cartoon) and *Batman, Revenge of the Joker* (an enhanced version of the **SunSoft** 8-bit game, based loosely on events in the first feature film). Most interesting for computer owners will be **ICOM**'s The *PGA Tour*, a golf game for IBM and Macintosh that will pit computer golfers against "impossible" holes, like the one atop Mt. Everest. The golf game is expected to be a showcase for **ICOM**'s 3-D rendering technology.

ENTER THE LABYRINTH OF THE MIND.



Dare you enter a mythological adventure that plunges you into the darkest recesses of your mind?



As Hercules, you step forward to fight for immortality by pushing your intellect to its limits. Explore magnificent temples, lost cities, hidden underworlds and fiendish labyrinths. Never underestimate the intelligent adversaries that await because their insidious tactics become more devious as your ability improves. The enemies respond directly to each decision you make. Take heed!

The entire quest adjusts to your skill level, monitoring your every move, playing with your mind. Experiment wisely because there are endless ways to conquer each level.

Most of all, remember. It's all in your mind.

KONAMI®
A Publishing Partnership



Decide which beasts should be confronted and which are best left alone.

"GODS IS A HIT ON EVERY MARK!"
Computer Game Review

Available May 1992 for MS-DOS and Amiga.

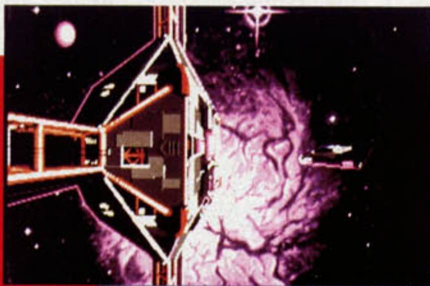




Progression puzzles include sequences of lever pulling while reward puzzles will have you collecting objects and using in-game teleports.



Circle Reader Service #71



Mantis



Jack Nicklaus CDTV



Rex Nebular



Loom CD-ROM

Many of the other CD-ROM titles have been previously announced, including: **Virgin**'s *The 7th Guest* (described in last issue's report), **Paragon**'s *Challenge of the 5 Realms* and *Mantis* (both of which use digitized speech and the latter of which uses 3-D rendering techniques), **Interplay**'s *Out of this World*, and **Accolade**'s *Jack Nicklaus Ultimate Golf* for CDTV. All of these titles are expected to be enhanced and expanded versions of floppy-based titles.

Finally, **Origin** intends to release CD-ROM versions of *Wing Commander II*, complete with voice module and both *Special Operations Disks*, and a *Strike Commander Deluxe* product.

The Pilgrim's Egress (Adventure Games)

Perhaps, the most interesting new twist on an adventure game comes from **Walt Disney Software**'s new **Buena Vista** label. Entitled *Dog Eat Dog*, this game of office politics may be considered more of an interactive soap opera than a traditional adventure. In addition to the off-beat subject matter, the game uses neural networking technology to handle the "rumor chain" in the office.

Another intriguing offering is *Hired Guns* from **Psygnosis**. Although it is more of an action/adventure game than traditional puzzle-solving romp, gamers should enjoy the four-player cooperative action aspect of the game. The game is expected to feature an expanded palette of 4,096 colors on the Amiga. It will also be available on the IBM, but without the phenomenal color support.

Space adventures are something of a trend in late 1992. **MicroProse** plans to release *Rex Nebular* (Sex Nebulous?), a graphic adventure romp through a bizarre section of space that was originally scripted by Steve Meretzky (*Leather Goddesses of Phobos*, *Spellcasting 101*). The game uses 3-D rotoscoped animation which flows vividly across hand-painted backgrounds in this premiere release of **MicroProse**'s new graphic adventure engine. It is expected to have three difficulty levels and use over 80 puzzles when gamers follows all the possible branches. Meanwhile, **Sierra**'s Space Quest 5 pits intergalactic hero/space janitor Roger Wilco against a cartoon-style canvas of cosmic criminals. The animated artwork is so studio crisp that sequences demonstrated at CES looked more like a cartoon than a game. Also, Interplay hinted that they are expected to release future products using their *StarTrek* graphic adventure engine from the *StarTrek: The 25th Anniversary Game*.

Horror will also figure in adventure game releases during the rest of 1992. Darkseed (reviewed in this issue) used digitized film in order to get the animation correct for player movement, H. R. Giger's horrific art (*Alien*) for inspiration and digitized voices for NPC conversations. Meanwhile, **IntraCorp** plans to release Stephen King's *The Dark Half* as an adventure under their **Capstone** label. In the psychological adventure thriller, a writer gets in touch with his "dark half," so the game's interface is depicted as a typewriter keyboard. **Sierra** also plans to enter the horror market in early 1993 with their first CD-only product, Roberta Williams' *Scary Tales*. **Virgin**, of course, has been showing its Gothic thriller on CD-ROM, *The 7th Guest*. Further, **Psygnosis** is expected to announce a major CD-ROM product in the near future that fits firmly in the horror genre.

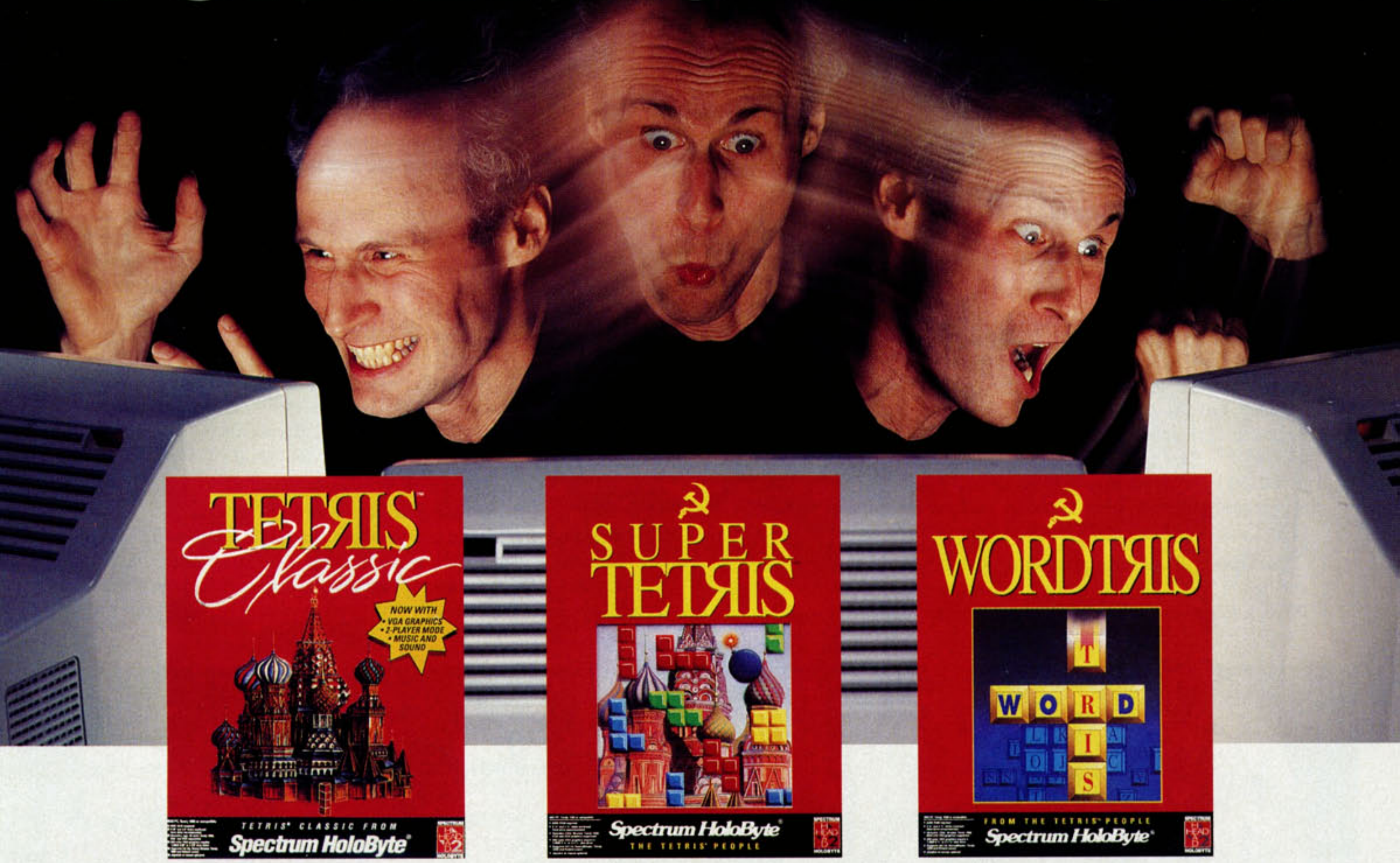
As always, licensed products play a hefty role in upcoming adventure games. *An American Tail* (see this issue's "Taking A Peek") uses digitized backgrounds from the films and a no typing interface in order to produce an adventure game overlay with family games interlaced between puzzles (dot-to-dot, rebuses, etc.). The **Capstone** label will also see an *L.A. Law* adventure with digitized photos of the actual sets from the television series as backdrops and a dynamic case file within the interface that functions as an auto notbebook for gamers weary of recording clues off-line. **IntraCorp** also promises that their *Home Alone 2: Lost in New York* game will feature significantly more puzzles than their earlier *Home Alone* game.

Konami purchased one of the more expensive licenses available when they opted to publish *Batman Returns*. The action/adventure game should not be confused with the videogames that carry the same name. The computer version uses digitized shots of the movie's sets, but has a plot that is not keyed to the film's plot. The interface concept is for the player to function as predominantly as director.

Electronic Arts opted not to go the licensing route in their first graphic adventure on the IBM. *The Lost Files of Sherlock Holmes* has the advantage of character familiarity without the downside of high licensing expenditures. The game features an interface which is very similar to the earlier SCUMM parser used by **LucasArts** (nee **Lucasfilm**), auto-notetaking similar to that in *The Magic Candle*, graphics similar to those in pre-parserless **Sierra** games and a score which successfully imitates a classical style.

Meanwhile, **Sierra** does not have to go "out of house" in order to find marketable universes. Sequels to both the *King's Quest* and *Quest for Glory* series are in store for adventure gamers later this year. Both *King's Quest VI* and *Quest for Glory III* are using an overflowing toolbox of graphic techniques to bring their popular environs to life. Characters are filmed, photgraphed, digitized, ro-

GREAT NEWS FOR TETRIS® ADDICTS.



YOUR ADDICTION JUST BECAME 3 TIMES WORSE.

Introducing Tetris® Classic.
Great new VGA graphics.
Great new features.
Great music and sound.

It's everything Tetris is–and more! A slew of new challenging options, including head-to-head play, competitive or cooperative modes and a frenzied dual-pit play field. VGA graphics give the game a hot new look.

And the music and sound effects are worthy of a 5-star Hollywood production. It isn't easy to improve a classic. But we just did.



Tetris Classic available for IBM DOS and Windows.

Super Tetris.™

The super sequel to best-selling Tetris. Super challenging. Super addictive. Because it comes with a blockbusting twist–bomb pieces that help you blast your way down to the bottom of the pit and discover treasures. Super Tetris. Just when you thought you'd broken the habit.

Available for IBM DOS, Windows and Mac/MacII.

Wordtris.™

If you thought Tetris was fun, look what we did to Wordtris. This time the falling pieces are letter blocks. Instead of forming lines, you form words. The challenge builds as the levels go higher and the blocks fall faster and faster. It's Tetris made letter perfect. You have our word on it.

Available for IBM and Mac/MacII.

Spectrum HoloByte®

THE TETRIS® PEOPLE

A Division of Sphere, Inc. 2490 Mariner Square Loop, Alameda, CA 94501

For Visa/MasterCard orders call 24 hours a day, 7 days a week:
1-800-695-GAME (Orders Only)
For technical questions call: 1-510-522-1164 (M-F: 9am–5pm PST)

Circle Reader Service #93

toscoped, hand-painted, animated according to film footage and digitized from stop-action animation sequences.

Two political pot-boilers may fill out the adventure game category. Definitely expected before the end of the year is **Virgin**'s budget-priced *Floor 13*, an adventure/strategy game which places gamers in charge of a secret police force as they try to uncover and stymie over 100 conspiracies and espionage plots. The game promises to be full of dirty political tricks galore. Also, there are rumors that **Accolade** will yet release its *Conspiracy: The Deadlock Files*, an adventure game which uses graphics composed entirely of digitized photos as it unravels the poison within a government that threatens to destroy everyone.



Quest for Glory III

Role Out The Marrow (Role-Playing Games)

Sequels, of course, have nearly always been a major staple in the role-playing genre. This year is no exception, as **Origin**'s *Ultima* series and **New World**'s *Might & Magic* series try to up the ante in terms of state-of-the-art role-playing. **Origin** continues the study in evil begun in *Ultima VII* with the continuation of *Ultima VII Part 2: The Serpent Isle* and, as noted last issue, **New World** is presenting two interlocking games with a bonus endgame (*The Clouds of Xeen* and *The Dark Side of Xeen*).



Dark Sun: Shattered Lands

Paragon will continue publishing adaptations of **GDW**'s "people and paper" role-playing games with their post-holocaust *Twilight 2100*, a sequel to *Twilight 2000*, and their space opera game, *Mega-Traveller III*. The latter will feature three different scenarios within a random universe and will be expanded further by an add-on mission disk in the future. **Omnitrend** will publish *Paladin II* in conjunction with **Impressions**. This is the sequel to *Paladin*, **Omnitrend**'s original fantasy role-playing strategy game (*Breach* meets magic).

Strategic Simulations, Inc. plans to continue their successful foray in the CRPG market with both the *Advanced Dungeons and Dragons* series and some new entries into the fold. Instead of the familiar gold box engine, the company is introducing the world of *Dark Sun*. *Dark Sun: Shattered Lands* emphasizes psionics, as well as magic, and has the feel of a post-holocaust world with a more intriguing and interesting background. In this case, it seems that the sorcerers of the world have drained the natural energy from much of the planet (and the living creatures therein) and left it as a virtual wasteland. The story itself bears some resemblance to *Demetrius and the Gladiators* meet *Dune* (now there's an image!). At any rate, both the beautiful tiled graphics and the new twists in the story line and skills bode well for this new CRPG engine. In addition, the company is about to unveil its first title in the *Spelljammer* series (*AD&D* in space).

Gamers who are tired of worlds designed by **TSR** may find sustenance in two other role-playing entries from **SSI**. On the fantasy front, **SSI** is publishing *The Summoning*, a new first-person CRPG from **Event Horizon** (*DarkSpyre* and *Dusk of the Gods*) which is supposed to emphasize character building over

combat skills. On the space opera front, **SSI** is publishing *M* (no relation to the Fritz Lang film classic), a CRPG which bears closest resemblance to the FASA universe which contains the Renegade Legion. Unlike **SSI**'s licensed product from that universe (a tactical space wargame), however, the approach in *M* is closer to that of classic role-playing than to its wargame cousin.

M is not the only CRPG which will involve space adventure. **Spectrum HoloByte** and **Paramount Studios** have announced that the former has received the exclusive license to produce *StarTrek: The Next Generation* games for a wide variety of platforms: IBM, Macintosh, SNES, CD-I and the anticipated Nintendo CD. **Paramount** is reported to have recently approved the graphic look of the major characters (as pictured in this article) and **Spectrum HoloByte** has engaged a published science-fiction article with several *StarTrek* novels under his belt to script the CRPG. *ST:TNG* is not expected to be released prior to the first quarter of 1993.



Star Trek: The Next Generation



Betrayal at Krondor

As for horror, **Accolade** plans to publish *WaxWorks*, a European CRPG from those macabre people who brought us *Elvira* and *Elvira II* (**HorrorSoft**). The interface looks almost exactly like the one in the *Elvira* series, but the hit points for each section of the body have been removed in favor of the more traditional sum total of hit points, used in most CRPGs.

For superheroes, **Hero Software**'s long-anticipated *Champions* continues to get closer to release, but has still not cleared its beta test. *Champions* was described more fully in CGW #93.

On the traditional fantasy role-playing front, **GameTek** plans to import *Daemonsgate I - Dorovan's Key* for MS-DOS and Amiga systems. *Daemonsgate I* is the first of a trilogy by U.K.-based **Imagitec** and features the exploration of a mythical continent in order to stave off a pending invasion by daemons. **Virgin** is highly pleased with its first **Westwood Associates** (*Circuit's Edge*, *Eye of the Beholder*) project in the *Fables & Fiends* series, *The Legend of Kyrandia*. Expected to be a late summer release, the game appears to be a "search for the wicked wizard" game wrapped in the popular point and click interface found in **Westwood**'s best work.

Finally, as told in our Winter Consumer Electronics Show report, **ASCIIware** is planning to publish *Spellcraft*, a computer game design most similar to the boardgame *Wizard War* where players carefully craft spells from the objects at their disposal in order to thwart the designs of other wizards. Also previously announced was **Dynamix**' first CRPG, based on the fictional universe of Raymond E. Feist. It is to be called, "Betrayal at Krondor."

On A Wing For The Player (Simulations)

Perenially one of the best-selling categories in computer games is that of first-person, real-time simulations. Sequels, conversions and expansions are expected to dominate the market. In terms of expan-

sion products, combat flight simulation fans can expect to see a *Gunship 2000* mission disk from **MicroProse**, a scenario disk based on Dale Brown's *Sky Masters* for **Three-Sixty**'s *MegaFortress*, and *Operation: Fighting Tiger* for **Spectrum HoloByte**'s *Falcon 3.0* (rumored to have been delayed until early 1993).

In terms of conversions, there are a wide variety of offerings in the queue. **MicroProse**'s updated *Harrier: Jump Jet* is a high-profile state-of-the-art remake of **Mindscape U.K.**'s Amiga game of several years ago. Building on the original research but framing an entirely new game on the skeleton, *Harrier* promises to be an intriguing addition to any aficionado's software library. It also boasts a strong and atypical musical score for a **MicroProse** product in order to get the adrenalin rushing.



Task Force 1942

Psygnosis is also boosting the performance level in its conversion of their *Armour-Geddon* action/simulation. The graphics in the new MS-DOS and CD-ROM versions are significantly better than their Amiga/Atari ST counterparts and the addition of a serial connect head-to-head option proffers well for this product.

Electronic Arts has transformed its MS-DOS helicopter simulation, *LHX Attack Chopper*, into a new **Sega Genesis** game, touting the product as the first helicopter simulation on the platform. Like the company's earlier *F-22 Interceptor* simulation on the Genesis, the product is impressive on that machine. **EA** has not lost sight of the MS-DOS-based flight sim market, however, since it is transporting *Birds of Prey* from the Amiga to the IBM platform.



Great Naval Battles:
North Atlantic 1939-43

In addition, both **Electronic Arts** and **MicroProse** have sequels, of sorts, to add to the combat flight simulation genre. **EA** has just released *Heroes of the 357th*, described by many players as an extension of the *Yeager Air Combat* system and **MicroProse** plans to unveil *F-15 III* later in the year. If *F-15 III* lives up to its promise, it will challenge the technological supremacy of Chris Roberts' *Strike Commander*, as well as feature head-to-head modem play (possibly even between *F-15 III* and *Falcon 3.0*).

In addition to *F-15 III*, **MicroProse** plans to expand the combat flight genre's envelope with *B-17*, a World War II bomber simulation from Andy Craven's **Vektor Grafx** (developers of *Shuttle* and newly acquired by **MicroProse**) where players can switch between the roles of each crewman a la *MegaFortress* and *Battle of Britain*. Also, the company is still planning to release their drug war game, *ATAC*. The planes are expected to fly realistically, but the game will be enhanced by a *Wing Commander*-style storyline and strategy track. CGW's editors were also impressed with the graphic segues between black and white photo-realistic backgrounds to color backgrounds a la *The Rocketeer*.

As of the Summer CES, **Dynamix** had just released *Aces of the Pacific*. The game features impressive graphics and a delightful character shell for playing a campaign game, but needs some fine-tuning in the area of flight models and frame rate. At press time, **Dynamix** had provided a patch for some of the problems and expected to tweak the game further. Also at press time, **Spectrum HoloByte**'s *Warthog A-10* simulation was tentatively scheduled for end of the year release. *Warthog* is expected to integrate, by modem, with *Falcon 3.0*.

Of course, aircraft are not the only combat vehicles that appeal to simulation fans and they are not the only vehicles being simulated in 1992. 1992 may well be the year for tactical naval combat games, whether in the wargames or simulation genre. **MicroProse** is nearing completion on a World War II naval combat simulation covering the Solomon Islands campaign and **Strategic Simulations, Inc.** is using the developers of **MicroProse**'s *Silent Service II* to create a WWII naval combat simulation set in the North Atlantic. *Task Force* is, as noted in last issue's report, expected to integrate with an aircraft carrier simulation (tentatively called by its working title, Flat Top, but no relation to the *Battleline* and later, **Avalon Hill** game) to be released in 1993. It features a very effective use of U.S. Navy archival photographs to set the stage for each scenario and its design team boasts that the on-screen ships feature more polygons per ship than any simulation out there. Finally, the **MicroProse** game benefits from consultation with World War II veteran, Admiral Mack.

The **SSI** simulation is the first in an anticipated *Great Naval Battles* series. Entitled *Great Naval Battles: North Atlantic 1939-43*, the game features impressive graphic depictions of WWII era ships from two basic angles (viewing the action from the bridge as a captain might or getting an aerial view of the entire fleet from a commodore's or admiral's perspective) or alternatively, one can check out a strategic map of the action as though one were viewing the action from a situation room in the admiralty.

Also, as noted in last issue's report, **Novalogic** (*WolfPack*) is still seeking a publishing agreement on its fictional robot combat strategy game, *Ultrabots*, and post-holocaust battlefield game, *Battlefield 2000*, but plans to launch its helicopter simulation, *Maximum Overkill*, during 1992. Written entirely in assembly language and featuring sprite animation at 320x 240 resolution, this awesome simulation clips along at 20 frames per second.

Finally, as reported in the WCES report, **Electronic Arts** is planning to release a licensed driving simulation. Ned Lerner (*Chuck Yeager's Advanced Flight Trainer*) has turned the company's *Car and Driver* license into a driving fantasy simulation. Using polygon-filled technology, ten different terrain types and ten different exotic cars (ranging from a classic Shelby Cobra or '57 Ferrari TestaRossa, through a modern Corvette ZR-1 and Lotus Esprit Turbo, to a Mercedes C11 IMSA prototype), **EA** has essentially created a *Test Drive* "dream house" product.

For Every Action (Action Games)

Some products cross over the line between simulations and action games. The *Wing Commander* series is one such product and its emulators, whether they be within **Origin**'s walls (in the form of the upcoming *Strike Commander* or the projected *Trade Commander*) or outside them in the case of **Paragon**'s *Mantis* or **LucasArt**'s *X-Wing Fighter*. The latter is a Larry Holland project which will feature 3-D graphics, a carefully designed flight model and campaign/story wrapped in the *Star Wars* universe. Players who want to be Darth Vader are going to be disappointed, however. Pilots will only be able to enlist in the Rebel Alliance and will choose between flying A-wing, Y-wing and X-wing fighters. Naturally, players will not be able to risk Luke's life within the game's structure. Instead, they will get news reports about Luke's fantastic victories and, if the player's character is successful, one can expect a climactic convergence in the story's denouement.

Another game which offers elements of a simulation, but has its roots in the action genre is that of *CyberRace* from **Cyberdreams**. This is a futuristic Mad Max meets *Car Wars* under the rubric of *DeathTrack* game and will feature polygon-filled cars which are armed and driven by dangerous (and angry) rivals.

DISCOVERY
IN THE STEPS OF COLUMBUS



In Discovery, *you* are the master explorer and adventurer: **Set Sail** into the distance, in search of new lands; **Explore** new worlds ; **Pirates** are everywhere - be prepared for sea battles; **Create Cities** -fell trees, build farms, forts, warehouses, schools; **Trade** the produce from your new world to buy new ships; **Fight** the other nations trying to establish their empire.

In 1492 Columbus discovered America - for God, Gold and Glory!

500 years later this is your chance to discover a new world!

FEATURES:

6 New Worlds to Discover

Piracy - mutiny & battles

Land & Sea combat

Simple point and click interface

8 ship types; 4 maps

5 competing nations

YOUR CHANCE TO DISCOVER AMERICA!



Animated people develop buildings all by themselves.



Watch your empire grow.



You will need to fight off pirates and more!

Impressions

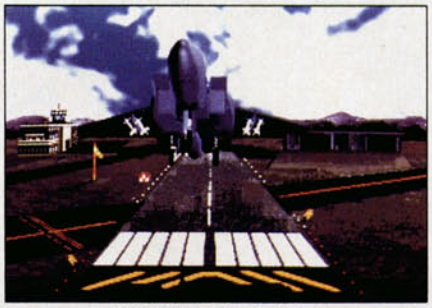
IMPRESSIONS SOFTWARE INC. 7 MELROSE DRIVE FARMINGTON CONNECTICUT 06032.

Circle Reader Service #37

INDUSTRY NEWS

Simulations are not the only cross-overs into the action game genre, however. Ever since the days of *Tetris* and *Pipe Dream*, many strategy games have had the real-time element with enough reflexes required to get the adrenalin flowing. **Spectrum HoloByte** is continuing the tradition with *Tetris Classic*, a remake of the game with the backdrop of a classic Russian fairy tale (Aleksandr Pushkin's *Ruslan and Ludmilla*) draping the classic game. The game now contains head-to-head play via modem and a dual-pit option on the same monitor.

Psygnosis' *Lemmings* is another game that has crossed over the boundary. *Lemmings* fans will be looking forward for the conversion of the classic to the Macintosh and the release of *Lemmings II* in late 1992. The latter will feature several tribes of Lemmings with different attributes (i.e. surfers, skiers, etc.). In the game context, players will try to solve problems involving all the tribes of Lemmings in order to put find pieces of an amulet and put it together. In addition to *Lemmings II*, **Psygnosis** plans to unleash another game filled with physical puzzles and action sequences for the Amiga and IBM platforms. Tentatively called the "Tomato" game, this program requires players to put together Rube Goldberg-style inventions in order to solve puzzles and save their tomato.



F-15 Strike Eagle III



Star Control II

ASCIIware further confuses the delineation between the action and strategy category with its *Spindizzy Worlds*, a SNES incarnation of a European action game where players try to direct their spinning tops through a variety of 3-D scrolling worlds with a variety of landscapes, each with its physical obstacles. In a similar fashion, **GameTek**'s *Humans* features a tribe of Stone Age humanoids who must learn to work together in order to solve physical logic puzzles. *Humans* will appear on the SNES, Sega Genesis, MS-DOS and Amiga platforms during 1992. **GameTek**'s *Gadget Twins* is also supposed to emphasize logic puzzles for players on both the Sega Genesis and MS-DOS platforms.

Further obscuring the line between action and strategy are **EA**'s *PowerMonger* (just available on the MS-DOS platform and soon to be released for the Sega Genesis) and **ASCIIware**'s *Dominus*. Both allow the player to command armies over large areas of terrain and both require the player to be able to think fast in real-time.

Electronic Arts' *Rampart* (for both MS-DOS and SNES) offers something of the feel of both a strategy and action game. Players decide where to place their cannons and the targets for their propaganda balloons. Then, they fight a battle based on their decisions. After the battle, the players have to solve a *Tetris*-style shape puzzle (in real-time) in order to rebuild their castles and continue.

Strategic Simulations, Inc. has even put together a multi-player game that requires players to use military strategy to design their cyborg armies and economic strategy to fund their military campaigns, but uses arcade-style combat to decide the tactical battles. Entitled *Cyber Empires*, it is the U.S. version of **Millenium**'s *Steel Empires*. The company hopes to position it against Accolade's "Star Control II."

Add to these hybrid games the list of traditional action games and it is possible to have quite a library of games. **Virgin** is not only publishing the NES version of **Broderbund**'s classic *Prince of Persia*, but also unleashing a polygon-filled action game called *CyberCop* for the Amiga, Atari ST and MS-DOS and a whole slew of action-oriented sports games. **ASCIIware** is not only releasing the games described earlier, but a pure action driving game on both the SNES and Sega Genesis called *Double Clutch*. **Interplay** is not only releasing its wide range of strategy games, but it is also releasing two action games: *Claymates* (*Alter Ego* meets stop-action animation) and a classic platform game, *Vikings*, for the SNES. Finally, **Accolade** is not only releasing their *Star Control II* hybrid game, but they are also releasing *Universal Soldiers*, a traditional action game based on the Carolco film, and *WarpSpeed*, a three-dimensional space combat game which is supposed to be one of the first arcade games to take advantage of the SNES' Mode 7 rotation and scaling capabilities.

Naturally, **Psygnosis** is not limiting itself to physical logic games in real-time. The British publisher plans to import *Shadow of the Beast III*, the latest in the lines of action/adventure classics, and a game with the working title, *Walker*. The latter, developed by the same team that produced *Lemmings*, places the player in control of a robotic mechanoid that is trying to stave off assaults of infantry, armored and air force troops. The animation is remarkable.

Electronic Arts has a hefty interest in sports games, as will be noted later, but also plans to release pure action games as well. *Desert Strike*, the action hit on the Sega Genesis, has been converted to the SNES platform and the company has a horizontal scrolling action/adventure called *Search for Ultra Force* on the SNES that features some delightful animation surprises in gestures, actions and reactions. Other pure action titles from **EA** include: *Young Galahad and Twisted Flipper*. Both are to be released on the Sega Genesis with the former being a typical action/adventure game and the latter being a "heavy metal" style pinball game. Finally, one of the hottest **EA** titles is potentially *Lotus Turbo Challenge*. It is a two-player, split screen race across the United States. The game promises to feature different "puzzles" for each of eight dangerous environs across the continent from marshes to desert.

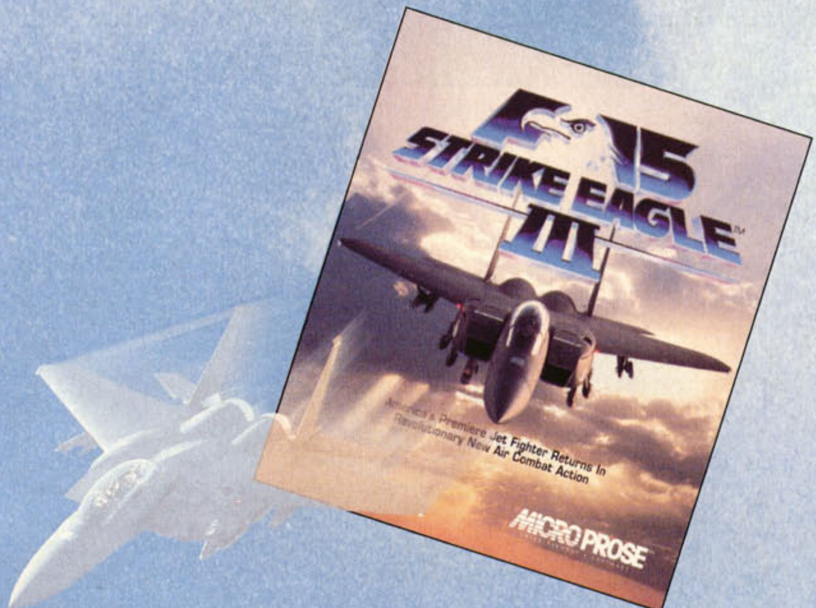
Sports

Of course, one can hardly speak of action without considering sports. **Electronic Arts** has converted their professional basketball game into two different Sega Genesis versions and a SNES game. *Bulls vs. Lakers*, the updated NBA playoff game built off *Lakers vs. Celtics*, will be available on both dedicated game machine platforms. *Team USA Basketball*, on the Sega Genesis, features the finest American professionals vs. the best of the rest of the world in a roundball game with the same basic interface as the NBA games which preceded it. In addition, **EA** has adapted *NHL Hockey* on the Genesis so that it is now *NHLPA Hockey* and uses real player names and statistics. The prolific videogame publisher has also transported **SSI**'s *Tony La Russa's Ultimate Baseball* to the Genesis in order to compete head-to-head with **Sega**'s own *Sports Talk Baseball*. Both baseball games feature battery saves for season replays.

Virgin plans to release a wide spectrum of cartridge-based games which will emphasize action and reflexes, as well. *Muhammad Ali Heavyweight Boxing* (Sega Genesis) features action from a number of angles, digitized sound and a tournament mode and *World Trophy Soccer* (Sega Genesis) offers a tournament mode for up to eight players. In addition, **Virgin** plans to unleash 16 on-screen hockey teams in *Super Slapshot* (SNES), designed in conjunction with Gordie Howe. Another SNES sports title is *Super Slam Dunk* where the player controls one player on a five-person team.

On the personal computer side, there are not quite as many titles announced for 1992. In addition to *Road and Track Presents Grand*

All right. So maybe there is one flight simulator more thrilling than F-15 Strike Eagle® II.



Introducing F-15 Strike Eagle® III!

How could we possibly surpass the non-stop action of F-15 II?

For starters, we've introduced a revolutionary new visual system. A system that creates dogfighting so realistic you'll scramble for the eject button.

We've designed incredible new photorealistic starting and ending screens to surround you in the complete Strike Eagle experience.

And you'll get to battle against modern high-tech opponents as ruthless as those real F-15 pilots face.

But, of course, the real test for any great flight simulator is how fun it is. And what could be more fun than blasting a friend out of the sky in our new head-to-head combat mode? Or flying with a friend in our pilot/weapons officer mode? Or flying alongside each other in our sensational two-plane mode?

We enhanced the gameplay of the F-15 to challenge even the most experienced pilots, too. But if you're not experienced, don't worry. Because we also worked to ensure that the easy-to-learn qualities of the first two F-15s remained intact, as well.

So blow the dust off your flight helmet and climb aboard the F-15 Strike Eagle III! We're sure it will be the most thrilling flight simulator you'll ever pilot.

Visit your retailer or call 1-800-879-PLAY (Mon. - Fri. 8:30 - 5:00 EST).

☐ YES! As a registered owner of F-15 II, I want to pre-order my F-15 III for the special upgrade price of $39.95 (if you haven't registered, mail us the title page of your F-15 II manual) along with check or credit card information. MD residents add 5% sales tax.

☐ YES! Send me the new F-15 III Strike Eagle for just $79.95, when it's available (estimated release date is Sept. 30, 1992).
Disk Size: ☐ 3 1/2" ☐ 5 1/4"

Name ____________________

Address ____________________

City ____________ State ____ Zip ____

Day Phone ( ) ____________________

☐ Check Enclosed (no COD or purchase orders)
☐ VISA ☐ MC ☐ AMEX

Card # ____________ Exp. date ________

Signature ____________________

Mail to: MicroProse Software, Inc.
180 Lakefront Drive • Hunt Valley, MD 21030-2245

IBM-PC/Tandy/compatibles. 386 min required - 640K min, expanded memory. For VGA only. Release date subject to change. Offer expires 12/1/92.

MICROPROSE™
ENTERTAINMENT • SOFTWARE

180 Lakefront Drive • Hunt Valley, Maryland 21030-2245

G11

Circle Reader Service #31

Industry News

Prix Unlimited (previewed in CGW #96, p. 38) and *Al Michaels Announces Hardball III* (reviewed in CGW #97, p. 78), **Accolade** is releasing *Summer Challenge*. The game is a multi-venued follow-up to their successful *Winter Olympics*-style tournament and features: pole vaulting, high jumping, javelin hurling, hurdling (400 Meter), cycling, kayaking, equestrian events and archery. As in *Winter Challenge*, up to ten players may compete in the tournament.

Psygnosis is also focusing on the Summer Olympics with their *Carl Lewis Olympic Challenge* game. The game concentrates on track and field events; uses a hefty amount of digitized film footage and requires more team management than reflexes in order to become successful.



Castles II

Electronic Arts plans to update their classic football game and present a *John Madden Football '93* version of the game. Most important in the new version is the addition of a "hurry-up" offense and a split-screen play selection screen so that the defense can be shifting players about and reacting to offensive formations as the offense approaches the line of scrimmage.

Dynamix is also developing football game, but it will present three-dimensional perspectives and on-field sequences such as haven't been seen, yet, on a computer screen. Finally, **Konami**'s *NFL Video Master Football* is a game that focuses more on strategy than reflexes. Indeed, it is an armchair coach's dream game in that players can coach any NFL team at any given point in a game on any simulated Sunday. The game might more accurately be entitled NFL Divinity.

Computer golf titles are also important to the sports category. Gamers wishing to find out the latest on these titles should read the "Golf News" article (elsewhere in this issue).

Finally, **Electronic Arts'** as yet untitled *Michael Jordan in Flight* product will feature digitized, rotoscoped three-dimensional action of three-on-three or one-on-one contests. Developed off actual video-taped footage of Jordan himself, this product is potentially the most realistic-looking sports game yet on the personal computer. The game even allows players to create their own "highlight" footage for viewing later a la *Stunt Island*'s flight footage.

Strategy

Many of the strategy games to be released in 1992 are enhanced versions of successful products from earlier years. **Electronic Arts** celebrates the 500th Anniversary of Columbus' landing with a new version of *Seven Cities of Gold* for both the MS-DOS and Sega Genesis platforms. The new version is expected to have an expanded world beyond the limitations of the first game. **New World Computing** plans to capitalize on the success of *Empire* by publishing a revised, enhanced and more challenging version, tentatively called *Empire Deluxe* or *Empire Gold*. The same publisher is planning to transform the popular space conquest game played on many AppleTalk networks, *Spaceward Ho!*, into an IBM game that can be played via the network.

Another trend in strategy games for 1992 is an emphasis on gambling games. Now, **New World** plans to release *Vegas Games for Windows* and **Konami** plans to distribute the *Spirit of Discovery* (**Park Place**) game, *Beat the House*. The latter allows players to test strategies, as well as learn those of gambling expert Avery Cardoza.

By presenting tutorials for blackjack, craps, roulette, slots and video poker, the MS-DOS package takes aim at the **Villa Crespo Software** line which has become the standard in gambling software. Meanwhile, **Villa Crespo** has begun work on an enhanced version of their budget-priced *Casino Craps* game and started development on a premium roulette simulation. **Virgin**, meanwhile, has not forgotten the 8-bit cartridge market and is releasing an NES version of their *Caesar's Palace* gambling game for that machine.



Buzz Aldrin's Race Into Space

Another style of strategy game that is becoming increasingly popular is the artificial life genre. **Maxis** is preparing to publish *SimLife*, complete with more detailed biome development than was found in *SimEarth* and the chance to establish a complete food chain for one's eco-system. Further, the game is easier than *SimEarth* because, once the climate is set it is established and does not change as per the GAIA model. *SimLife* is more generous in terms of on-screen help than its predecessor was and offers more interesting scenario possibilities than *SimEarth* did.

Walt Disney Software's Buena Vista label went another direction with the development of artificial life on the computer. In this strategy game, players try to create mutant armies that can defeat the mutant armies of a mad scientist. To accomplish this, the player selects a species with attributes similar to what he/she eventually desires and breeds one of three virus types into the community. When the mutants have the desired attributes, one can take them to war with the opposing forces. Such a description only scratches the surface of a game which is still largely clothed in secrecy.

Political simulations also seem to be making something of a comeback in the strategic arena. Like the micro-management to be found in **Spectrum HoloByte**'s recently released *Crisis in the Kremlin*, *Shadow President* from new player **D.C. True** (Dreams Come True) is SimNation meets Global Crisis. The database for the program is the *CIA's World Fact Book* and players must use that information balanced against the suggested actions of his/her advisors in order to meet each global crisis. The game appears to be a delicate blend of domestic and international policy (which is, of course, how it should be).

Konami has a strategy game for young children that could also be defined as edutainment. Entitled *Facts In Action* and developed under **Park Place Productions'** *Spirit of Discovery* aegis, it is a multi-level Concentration-style game that teaches children to associate inventors and inventions, animals and characteristics, leaders and historical events, etc. The company also developed a pure educational product, called *The Body Illustrated*, that features a learning game and some beautiful graphics.

Previously announced strategy games include **Interplay**'s *Battle Chess 4000*, *Buzz Aldrin's Race Into Space* and *Castles II;* **Three-Sixty**'s *Theatre of War*; **Impressions'** *Air Bucks* (see the preview in this issue) and **Spectrum HoloByte**'s as yet unnamed chess program.

And There's More

Finally, no matter how thorough we think we have been in describing the upcoming products and no matter how many pages we devote to these two part reports on the Consumer Electronics Shows, we always discover that there are additional worthy products on the way. Nevertheless, that wraps our report on the spell of the technology, the roar of the consumers for this year's Summer Consumer Electronics Show. CGW

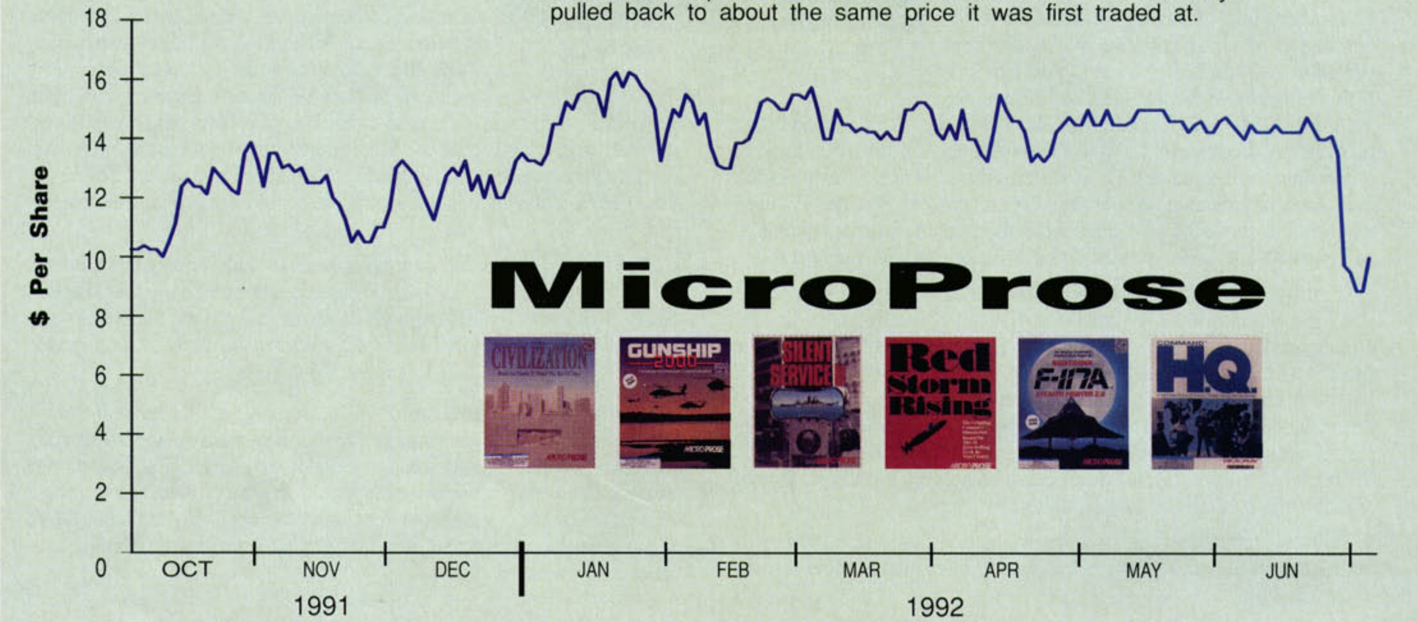
CGW

STOCK WATCH

A monthly look at the Computer Entertainment Stock Market

Return to "GO"

MicroProse has only been publicly traded since last October. The stock was up over 50% in the first six months but recently pulled back to about the same price it was first traded at.



Prepared by Golden Data Services

Short Term Dip Sends MicroProse Back to Square One

1991 was generally good for new issues and **MicroProse (NASDAQ: MPRS)** was no exception. The Initial Public Offering was sold out at the high end of expectations and, until the last week of June, 1992, the stock traded roughly sideways after increasing just about 50% above its initial offering price. On June 29th, however, the company saw the per share price drop beneath the IPO price for the first time. One does not have to be a technician to know what occurred on that day. The company simultaneously announced that they would not be shipping four highly expected (and, in some cases, expensive) products prior to the end of the fiscal quarter ending June 30th. The four products were: *Darklands* (a state-of-the-art fantasy role-playing game), *B-17 Flying Fortress* (a combat flight simulator), *Mantis* (an outer space adventure) and *David Leadbetter's Greens* (a golf simulator with modem support). The latter was delayed in order to launch the product, originally entitled *Greens*, as a licensed product under the name of Leadbetter, known as the "golf instructor to the pros." The former three games could have been released, but would have required updates in order to satisfy their customers.

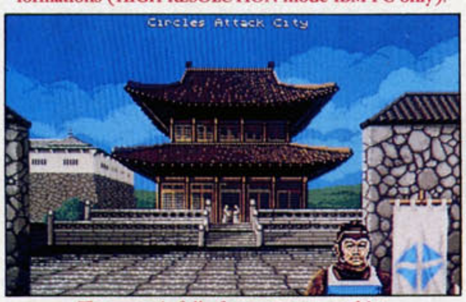
Instead MicroProse opted to absorb the loss in the first quarter of their fiscal year and believes that the addition of the four products in the next quarter will more than make up the difference. The revelation that MicroProse could lose between $.16 and $.22 per share for the first quarter sent the stock price plummeting. Young companies (in terms of having gone public) tend to make analysts nervous when they do not have enough historical data with which to absorb earnings disappointments. Therefore, such stocks tend to be fairly volatile around earnings report time.

MicroProse has acquired British developer **Vektor Grafix** since the disappointing announcement and expects, probably prior to press time, to announce the acquisition of another company with which MicroProse has had a longstanding relationship. With new acquisitions and a strong second quarter, MicroProse hopes to recoup those gains and then some. As for now, the earnings picture depends on the established products pictured underneath the graph. CGW

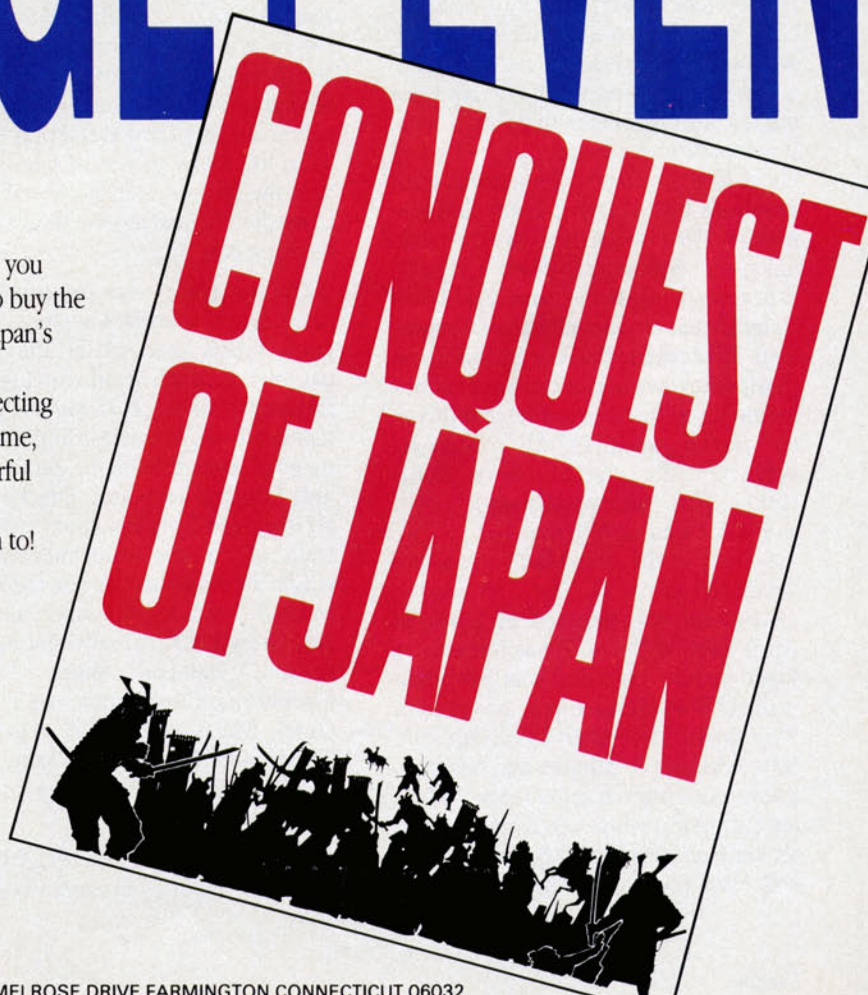
DON'T GET MAD... ...GET EVEN



Watch with pride as your warriors move into intricate formations (HIGH RESOLUTION mode IBM PC only).



The game is full of sumptuous graphics.



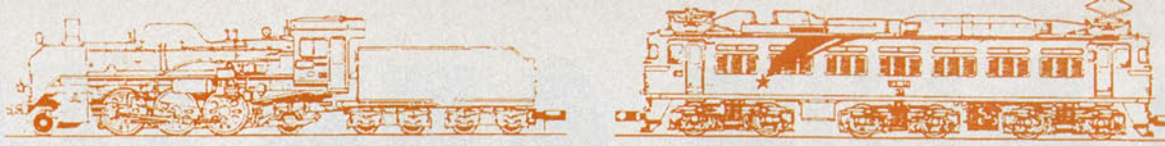
Your Chance to get your own back! Conquest of Japan gives you five cities, each with money to hire armies -it is up to you to buy the right soldiers, and direct your armies to conquer Honshu, Japan's main island! In a truly epic production, you are both the general,planning campaigns, and the army commander, directing troops within each battle. All battles are played out in real time, with your soldiers moving into formation in fantastic, colourful animation! You can become as involved as you like -from watching progress, to instructing individual men if you wish to! You can even choose to play each battle in Hi Res (386/25 machines or better reccommended) or faster Low Res.

FEATURES:

- *Miniature-style war simulation*
- *Cities located differently each game*
- *Choice of authentic troop formations*
- *Simple to play*
- *Your chance to conquer Japan!!*

Impressions IMPRESSIONS SOFTWARE INC. 7 MELROSE DRIVE FARMINGTON CONNECTICUT 06032.

Circle Reader Service #36



Maxis Fills The Train Deficit With Japanese Imports

Leavin' On That Noonday Train To Chiba

by Stanley Trevena



TITLE:	A-Train
SYSTEM:	IBM AT, PS/2 $ 100% Compatibles
PRICE:	$69.95
PROTECTION:	None
DESIGNER:	Artdink
PUBLISHER:	Maxis, Orlinda, CA

It would be almost impossible to review this game without making comparisons to the award winning **MicroProse** game, *Railroad Tycoon*. There are so few games dealing with this subject matter, and *Railroad Tycoon* was such a hit, that all that follow will be compared to this classic. Many on-line discussions about *A-Train* were started with messages like "How does it compare to *Railroad Tycoon*?", and "Is it like *SimCity*?" To answer both questions I would have to say that it is neither. The game *does* have a rail managing component that plays a significant enough role in the game. It also has a significant city development component. However, at the heart of this game (notice the omission of the word "simulation") is a financial model that drives the overall gameplay. All actions revolve around a central focus on profitability. This game stands on it's own and is not a clone of either.

A-Train is the first **Maxis** game not developed in-house. The first version of *A-Train* was released in Japan in April 1986. *A-Train II* was released in Japan in July 1988 and was published in the U.S. by **Seika Corp.** as *Railroad Empire*. In December 1990, A-*Train III* was released in Japan and has been a consistent top-ten seller since. This is not surprising when one considers that almost everyone travels by rail in Japan and even passenger transportation (a poor sister in the U.S. rail system) is a vital part of their infrastructure. In Japan, the model offered enough reflection of their actual system to enable *A-Train III* to tie with *SimCity* for the Best Simulation of the Year Award from Japan's **Login** magazine. *A-Train* is the U.S. conversion of *A-Train III*.

Sight, Sound and Sense

The graphics are extremely clean, whether they are viewed in hi-res VGA, EGA or Hercules graphic modes. We particularly liked the fading of day to night and season to season as it is depicted in the VGA mode. From the gamers perspective, it is fascinating to float high above the city, watching the countryside light up as night approaches. Unfortunately, gamers are likely to be tired of the refrain I must repeat with regard to sound support. While most of the major sound boards are supported, the sound effects themselves are *very* limited and players will, as in too many games of late, want to turn the background music off almost immediately, just to save their sanity in the long run.

The interface, that mystical landscape where the brain's wheel of progress meets the rail of the game's parameters, is designed with logical efficiency. Since *A-Train* is heavily menu-driven, a mouse is highly recommended, even though the game is playable from the keyboard. The menus are all triggered from hot spots around the frame of the view/edit window through which the player can access such things as the Satellite View, Bank, Stock Market, Growth Chart, Subsidiaries Information, Balance Sheet, Railroad Operations, Subsidiaries, and Trains. A Quick Menu option will replace the Trains and Subsidiaries area with a *SimCity*-like icon strip (my preferred interface mode).

Robber Baron Agenda

In *A-Train*, often irreverently called a cross between a model train set and a *Monopoly* game, the player is provided with six scenarios. Each scenario map has at least one existing rail line that connects to an outside town off the map, providing passengers and materials for a fledgling town. Some scenario maps are more developed than others and provide the player with varying degrees of challenge. The New Town scenario offers , a basic game with nondescript geography; for instance, while the Bay Area scenario allows gamers a chance to develop industrial zones and the lower part of the map. Gamers more interested in creating fantasy empires will opt for the Resort Development challenge with its mountainous area full of lakes and sociologically-minded gamers will choose the Multi-City Connection with its group of pocket residential areas waiting to be linked and developed. Those looking for the ultimate challenges will either choose the Reconstruction scenario or Downtown Reorganization option, both presenting the gamer with significant social/economic problems to be overcome.

To successfully develop a region, the player will have to build a efficient rail line to move passengers and materials (little white boxes of abstracted building materials that may as well be called "widgets") between population centers. The laying of track is fairly straight forward. The manual gives some tips on building a belt line and stresses that this is the best type of line for maximum development and profit. Because of limitations in the rail model, players will have to build some exotic (and unrealistic) layouts to handle such things as switching stations and pseudo-signal towers. This is in sharp contrast to the rich traffic handling features of *RailRoad Tycoon*. A player cannot stop at a station traveling in one direction and then, bypass that station on the return trip without the use of

IN THE YEAR 2001, THE WAR ON DRUGS HAS REACHED TERRIFYING NEW HIGHS.



The furious tide of drug cartels that flourished in the late twentieth century now blankets the world in the year 2001. At the request of nations all over the globe, the United States is asked to put an end to this juggernaut.

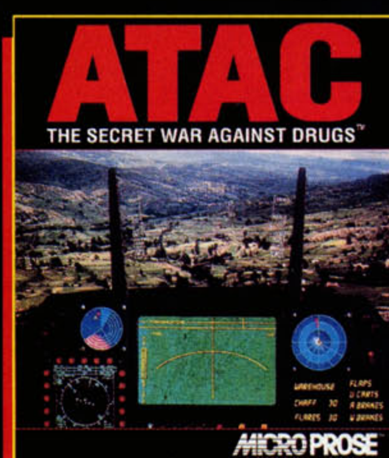
Their answer? Advanced Tactical Air Command...an elite paramilitary task force commanded by you.

Fight the war on drugs by leading a squadron of fierce, high performance F-22 fighters against the best jets and missiles drug money can buy.

Unleash devastating assaults on strategic targets. Develop comprehensive strategies. And lead 250 undercover agents against drug runners in the mountains, jungles, and cities of the world.

ATAC from MicroProse. Get your copy today. And roll back the tide of drugs forever.

To order, visit your favorite retailer or call **1-800-879-PLAY**.





Actual screens may vary.



MICROPROSE™
ENTERTAINMENT • SOFTWARE

Seriously Fun Software

For IBM-PC compatibles!

Circle Reader Service #30

twisted track layouts. Only basic levels of scheduling and switching are available to the player. Storage areas must be purchased and provided for trains delivering and picking up building materials. The mechanism that drives this function can be frustrating at times. When a train stops it will pick up if it is empty or drop if it is loaded.

The rail line provided at the beginning of the scenario will provide the player with an initial supply of both passengers and materials. The player can supplement this supply by building factories. The only limitation on materials built at a factory is that they must be transported by the player before they can be used. Local development by the SimResidents can use the materials within 10 blocks of the factory. Residential development is influenced indirectly by the player. Unlike *SimCity*, the player does not stamp out residential zones with a cookie cutter. Residential development is a byproduct of the players growing businesses. The process can be accelerated by the buying/clearing and selling of land in growth areas. The entire map is divided into blocks. Other types of player-developed properties include; Apartments, Lease Buildings, Commercial Buildings, Hotels, Stadiums, Ski Resorts, Amusement Parks, Golf Courses, Small Stations, and Big Stations. The operations and profitability of these entities are always at issue and need constant attention.

Fortunately, advisors are available for most of these establishments in order to prevent the player from making major mistakes. If, for example, the player wants to sell off a very successful apartment complex the apartment manager will advise the player that they are making a profit on that property. The player need not listen to this advice and can still sell the property.

Many players may be turned off by the heavy financial spin of this game. The player can dabble in stocks, buying and selling 24 types of stocks complete with price charts for the past 30 weeks. Bank loans of 1, 2, and 3 year duration are available at fluctuating interest rates. All types of real estate can be bought and sold. Financial operations of the railroad have to be closely monitored to see if the expenses justify the sales. All this attention to finances may lessen some players "fun" and seem



more like work. On the flip side, the analytical gamer will have a numerical feast.

Strategy Guide For The New A-Train Executive

Getting started with *A-Train* can be daunting. There are many rules that are not, at first, apparent without a thorough reading of the manual. Here is a list of some common mistakes made by most new players when playing this game, provided in an attempt to ease the incline of the initial learning curve and waylay potential disenchantment with the program:

1.If track extends beyond a station even one block it will appear as if the trains are dropping and then picking up the materials at the end of a line.

2.The passenger model revolves around the worker schedule. Failure to set one's schedules for 8:00 pickup in residential areas and 18:00 for the return trip from work centers will send passenger sales plummeting into the red. Also, using anything but an AR III for passengers and a GP 40 for freight will net less than optimal income. Balance this against the purchase price.

3.Buying/clearing and selling too much land in a new area under player development will "steal" precious resources from the player and actually prevent development. This open land will draw small residential buildings that require far less materials than the commercial and industrial projects the player wants to build. It can get real frustrating watching the reserves creep up to needed levels only to have a spurt of residential buildings drain it away. If too much cleared land exists, buy it up and hold it until initial player development is complete.

4.*The player must have enough cash on hand to pay the bills*. There is no warning in this game when taxes or bank loans come due. If the player is short of cash the game will end abruptly. Check the Debt Total screen under the Bank Menu and Report 1 for Taxes Due often to assure proper reserve levels are available.

5.Shelter cash in real property at tax time. Income tax is 50% while property tax is 5%. It won't take the player long to determine where the best place to keep money is.

6.New players have a tendency to locate their material storage areas right next to a station. To maximize urban sprawl, storage areas can be anywhere within 8 blocks of the station. This also dictates that stations be at least 15 blocks apart. Avoid making a round trip from a station greater than 24-hours, this will make scheduling much more efficient.

7.Remove trains from service when not needed. When areas are developed, remove freight trains and convert to passenger only lines. A train held in reserve will not impact profits as much as one being used inefficiently.

8.Above all else, GO SLOWLY. This game can run up into the 100 year range. You do not, and cannot, develop a map in the first year. Doing too much too soon will only lead to failure.

Steep Grade Ahead

I enjoy playing *A-Train* for the joy of management rather than jumping through the hoops necessary to meet the victory conditions. Players who manage to bankroll $50 million automatically "win." So what? I find that the challenge of sculpting cities out of the landscape, while trying to keep the books balanced is the most satisfying part of *A-Train*. Of course, having a degree in Business and Computer Science may account for my bean counting, analytical dark side. Hopefully, the tables printed along with this article will serve as "penance" for such dastardly tastes (grin).

Of course, the primary question is, "Will most players rate *A-Train* as fun?" The answer is that many will not. Like another **Maxis** product, *SimEarth*, many players will be intimidated long before they master this game. This is unfortunate, as many people will miss out on a fine program because of a steeply graded learning curve.

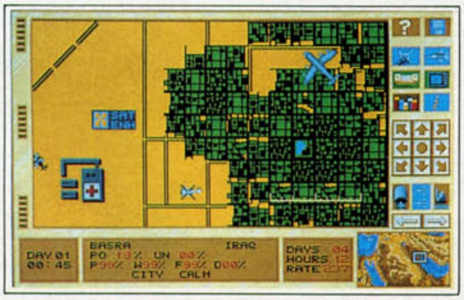
The tables on page 42 will decrease your learning curve for this program. CGW

AIR FORCE COMMANDER

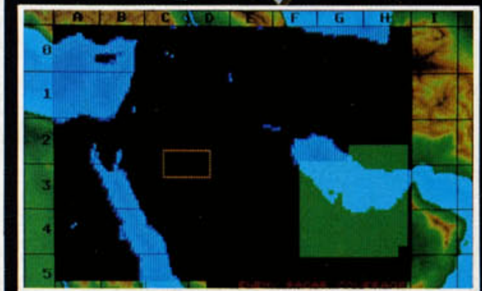


Command an entire Air Force in this sophisticated simulation of modern air warfare

- ★ 26 modern Middle East scenarios.
- ★ Wide variety of modern planes.
- ★ Satellite, radar & geographical maps.
- ★ Combine resource management with strategic command.
- ★ WW2 War Module due soon.
- ★ Easy point 'n' click interface.
- ★ 256 colour VGA.



Use advanced radar systems to plan combat missions



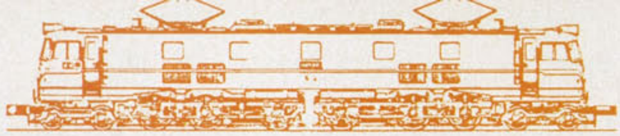
Map showing extent of enemy radar coverage



Ordering a Tornado to launch a Ground Attack mission is as easy as point and click!

Impressions

Committed to Excellence in Strategy Entertainment





A Train Charts

DISTANCE LIMITS

DESCRIPTION	BUILDING NEAR	DISTANCE FROM
Materials Storage	Station	8 blocks
Building Construction	Station	8 blocks
Factory Materials Directly Used by simulation	Factory	10 blocks
Building Construction by simulation	Station	10 blocks
Building Expansion by simulation (1)	Station	12 blocks

(1) simulation building expansion will occur only after street construction starts.

SIMULATION LIMITS

DESCRIPTION	LIMIT
Golf Courses	10 total per map
Loan Limit	30% of Company Assets
Minimum Loan Interest Rates	1 yr - 2%, 2 yr - 3%, 3 yr - 4%
Outstanding Loans	8
Ownership of Trains	25
Stock Purchase	max of 2,000 units per transaction
Subsidiary Ownership	18 per category, 60 total
Subsidiary Sales	15 per year

ADDITIONAL TIPS

After residential and public buildings are saturated, construction will slow. Build department stores and residential buildings to stimulate additional building (increase employment).
Build apartments near a station and sell them quickly to produce funds for more.
Build stations at least 15 blocks apart, but not greater than 30 - 40 blocks apart. Travel time should be less than 24-hours.
If other companies build behind a big station the road will never be built. Buy up this land after building a station and hold it until conditions are right for the road to be built. This will allow large scale development to take place and thus a larger city.
If stations are within a 24-hour travel distance, use the same departure times at both stations for a 24-hour loop service.
Lay track carefully. Removal costs are 2/3 of laying expenses.
Let freight trains unload at a station before removing from operations. Passengers will go home when a train is removed, materials disappear.
Only buy trains that are needed. Selling price is 1/2 of purchase price.
Roads will only develop if big stations are built, big cities require big stations.
To directionally bypass a station (for example on a return trip on a non-belt line) run a track behind that station and set the switch to route in front when traveling one direction and behind in the reverse. This is especially helpful for materials transport.
Track and station construction do not need local construction materials. Materials will be taken from anywhere on the map.

TRAIN STATISTICS

TRAIN	TYPE	COACHES	SPEED BLKS/HR	SEATS/ CARGO	PRICE	PASSING STATIONS
KIHA40	passenger	2	2	400	33,000	incapable
205	commuter	2	2	440	46,000	incapable
DD51	freight	2	2	2	46,000	capable
201	commuter	3	2	600	50,000	incapable
KIN30000	passenger	2	2	460	50,000	capable
415	commuter	3	2	580	53,000	incapable
KIHA82	passenger	2	2	420	53,000	capable
211	commuter	3	3	640	70,000	incapable
ED76	freight	2	3	2	73,000	capable
EF62	freight	3	2	4	76,000	capable
AR	commuter	3	3	700	80,000	incapable
113	suburban	3	2	640	80,000	capable
NISHI5000	passenger	3	2	600	80,000	capable
FP45	suburban	3	2	580	90,000	capable
MEI7000	passenger	3	2	560	90,000	capable
381	passenger	2	3	470	98,000	capable
GP40	freight	3	3	4	116,000	capable
EF65-24	passenger	3	3	500	180,000	capable
ARIII	passenger	3	3	600	250,000	capable

CITY SCALES

SCALE	POPULATION
Small Town	24,000
Small City	24,000 - 64,000
Medium City	64,000 - 88,000
Big City	88,000 - 150,000
Metropolis	150,000 +

* If the above population levels are reached and a bump in scale does not occur, players must build more secondary businesses.

TRACK-RELATED EXPENSES

ITEM	LAYING	REMOVING	CLEARING
Big Station	N/A	12,000	N/A
Bridge	12,000	10,000	N/A
Farming	N/A	N/A	200
Public Building	N/A	N/A	8,000
Rail	300	200	N/A
Residence	N/A	N/A	800
Small Station	N/A	4,000	N/A
Switch	400	400	N/A
Wood	N/A	N/A	100

BUILDING STATISTICS

DESCRIPTION	MATERIALS	EXPENSE	LABOR DEMANDS
Residence	2	0	N/A
Road	2	0	0
Public Buildings	4	0	60
Small Station	4	40,000	150
Park	4	0	0
Apartments	8	340,000	10
Ski Resort	8	900,000	Seasonal
Golf Course	8	2,050,000	200
Big Station	8	120,000	150
Lease Buildings	10/5 (1)	240,000	120
Commercial Buildings	12	1,200,000	550
Hotel	12	1,000,000	550
Factory	20	250,000	500
Stadium	20	1,000,000	150
Amusement Park	24	1,900,000	200

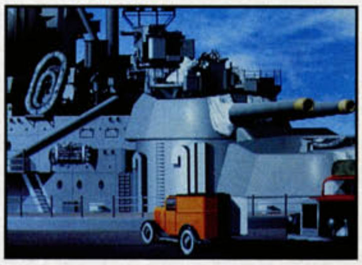
(1) 10 for first 5 stories, 8 for each additional 5 stories up to 40.

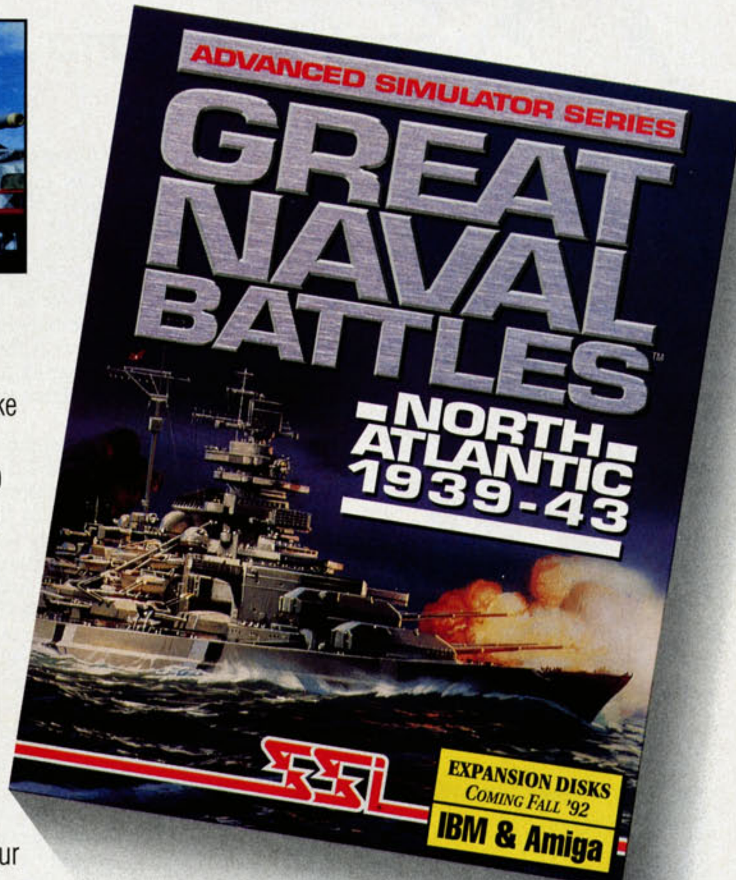
PROPERTY INCOME AND EXPENSE

PROPERTY	EXPENSE /DAY	EXPENSE INCREASE	INCOME/ DAY (NS)	INCOME/ DAY	INCOME INCREASE	SEASONAL INCREASE	SEASONAL DECREASE	RIVAL DECREASE
Amusement Park	7,500 - 10,000	N/A	5,500 - 7,200	3,900	rises 10 for each 1,000 patrons. up to 2,000 (RCN)	50% on holidays.	N/A	20 - 40%
Apartment	1,500 - 2,000	N/A	3,000	deficit if far away from a station.	if lease bldg. or amusement parks near.	N/A	N/A	N/A
Big Station	90	N/A	N/A	$/passengers 0 < 100 70: 101 - 300 100: 301 - 500 120 > 500	fares calc separately. gift shop and tenant sales additional	N/A	N/A	N/A
Commercial Buildings	23,000 - 26,000	30% on holidays	22,000 - 27,000	Less than half of NS	(RCN) max. 5,000/day.	20 - 30% in December. 50% on holidays.	10 - 20% in Feb. & Aug.	20 - 40%
Factory	2,000 even if stopped.	N/A	2,500 per material	2,500 per material	factories can be linked.	N/A	N/A	N/A
Golf Course	22,210 - 24,420	50% on holidays.	25,410	23,100 work days.	increased if (RCN)	double on holidays	not open in winter.	20 - 30%
Hotel	17,000 - 19,000	N/A	16,000 - 18,500	about 14,000	2,000/work day (RN). recreational near.	5,000 on holidays.	N/A	10 - 30%
Lease Buildings	400- 450	N/A	800 - 900	500 - 600	if hotel near.	N/A	N/A	N/A
Ski Resort	22,210 - 24,420	50% on holidays.	25,410 work days.	23,100 work days.	(RCN)	50% on holidays.	not open in winter.	20 - 30%
Small Station	50	N/A	N/A	$/passengers 0 < 100 20: 101 - 300 40: 301 - 500 60 > 500	fares calc separately. gift shop and tenant sales additional.	N/A	N/A	N/A
Stadium	2,400 - 2,600	N/A	1,400	800	10/1,000 occupants. up to 5,000 (RCN).	50% on holidays.	N/A	20 - 30% if within 14 blocks.

(NS) - near a station (RN) - residential properties near. (RCN) - residential and commercial properties near.

Pilot 42,000 tons of steel with big guns blazing!

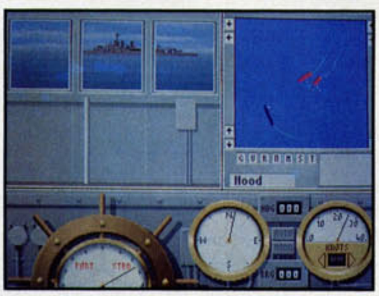




When you want an advanced simulator with *real* power, play GREAT NAVAL BATTLES™: NORTH ATLANTIC 1939-43. Its state-of-the-art graphics and animation put you on the bridge of the great German or British battleships and cruisers of World War II.

Choose the CAPTAIN'S VIEW and steer majestic ships like the *HMS Hood*; go to full power and watch the action on the screen as 42,000 tons of steel respond to your command. Listen as dramatic sound effects re-create the roar of guns as you fire them. Watch the shells splash in the distance or explode on target. See the flash of enemy guns and feel your ship vibrate as she's hit. Take command even through the toughest North Atlantic storms!



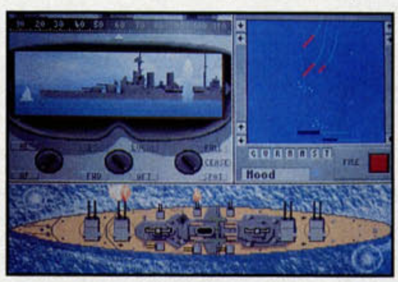


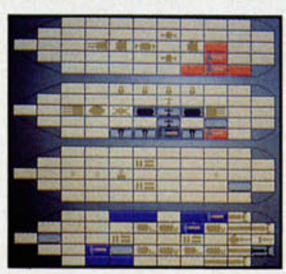
You can also watch the action from the FLEET VIEW, an eagle's-eye look of the individual ships of a task force, or the GRAND ADMIRAL VIEW, a strategic display of your entire navy and all visible enemy vessels on a map of the North Atlantic.

Fight the entire campaign, mini-campaigns or individual battles as the British navy seeks to protect her transport ships from German predators. All the action happens in real time or you can compress the scale. There's even an instant replay feature.



This advanced simulator also boasts the dedicated attention to historical accuracy and detail for which SSI is renowned: extensive online ship data and specifications; detailed damage report by deck; even stunning cinematics to heighten the historical drama.





GREAT NAVAL BATTLES.
Awesome *simulator*.
Incredible *simulation*.

TO ORDER: Visit your retailer or call 1-800-245-4525 (in USA & Canada) with VISA or MC.

To receive SSI's complete product catalog, send $1.00 to: **SSI**, 675 Almanor Ave., Suite 201, Sunnyvale, CA 94086.

IBM 256-color VGA screens.

STRATEGIC SIMULATIONS, INC.®

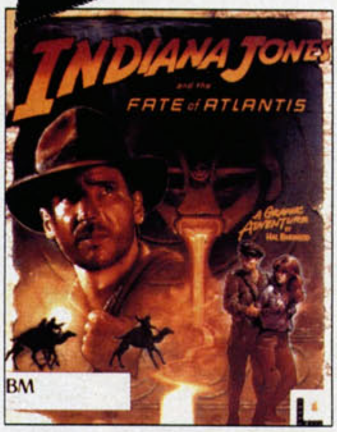
Circle Reader Service #32

INDIANA JONES™

The "Sea"quel

LucasArts' *Indiana Jones and the Fate of Atlantis*

by Charles Ardai



TITLE:	Indiana Jones and the Fate of Atlantis
SYSTEM:	IBM
PRICE:	$59.95
PROTECTION:	Document Look-up
DESIGNER:	Hal Barwood
PUBLISHER:	Lucasfilm , San Rafael, CA





It must be difficult to come up with new MacGuffins for Indiana Jones to track down. ("MacGuffin" is what Alfred Hitchcock called the item in a mystery or adventure movie that all the characters are trying to locate, retrieve, steal, kill for and die to protect.) After an archaeologist has found the Ark of the Covenant and the Holy Grail, not to mention the sacred Sankara stones of India, what's left? Tenure? Retirement? A lifetime of narrating PBS specials?

In *Indiana Jones and the Fate of Atlantis* (*Atlantis*), scripter Hal Barwood comes up with a considerably more satisfying answer: Indy has to search for the fabled sunken continent. He not only has to search for it, but he has to *find* Atlantis, and quickly, because his ruthless foes, the Nazis, are trying to find it, too. Why? Because Atlantis is the world's only source of "orichalcum," a powerful mineral which, in the hands of the Third Reich, could create a near-invincible German army capable of achieving Hitler's ultimate goal, world domination.

In other words, it is once again up to Indiana Jones to find something no one has been able to find for millennia; to fight off hordes of evil-doers along the way; to use his Yankee ingenuity to get himself out of dozens of dead ends and deathtraps; and, while he's at it, to save civilization as we know it. This is no piddling, two-bit quest to find a lost idol or a gold dagger; the quest for Atlantis is a strong enough storyline to hold its own next to any of the Indy films. It has exactly the right combination of gravity, silliness, genuine scholarship and mystical mumbo-jumbo to fit Indiana Jones like a well-worn fedora. One can easily imagine *Atlantis* being filmed and released as a fourth Indiana Jones movie. (It was, in fact, adapted and released as a comic book series by **Dark Horse** comics.)

Atlantis is more fun than the *Last Crusade* graphic adventure was, if only because everything in that game was lifted from the movie. Here, for the first time, gamers have a chance to participate in a brand-new Indiana Jones story, discovering it along with the characters. There is no way to predict what sort of derring-do awaits around each shadowy corner. As Indy says in *Raiders of the Lost Ark*, "I don't know, I'm making it up as I go." This is what Indiana Jones, and what adventure gaming, is all about: excitement and the genuine thrill of discovery. Both come in large doses in *Atlantis*.

The Indy Pendant

Indy's quest begins when a German spy steals a statue from him at gunpoint. To find out more about the statue and the strange pearl-like bead it contained, Indy hunts down an old partner-in-crime, Sophia Hapgood. Once a respected archaeologist, Sophia has taken to calling herself a psychic and giving lectures-*cum*-channeling sessions on the subject of Atlantis out of a fleabag theater in New York City.

Once Indy has succeeded in getting into the theater despite not having a ticket (improbably, when he flew out to New York he neglected to bring so much as a nickel with him), and in disrupting Madame Sophia's Atlantean slide show, Indy gets to confront Sophia backstage. After a bit of well-scripted banter (with which the game abounds), Sophia shows him what orichalcum can do by inserting a bead of the stuff into the mouth of an Atlantean pendant she stole from a dig site in Iceland.

The bead goes in, the lights go off, sparks fly, the computer screen shakes... sure enough, this orichalcum is powerful magic. Indy figures out at once what it takes the game's Nazi scientists several additional scenes to realize, that a tank, plane or bomb powered by orichalcum would be many times more powerful than ordinary ordnance. There is just one thing standing between the Nazis and the ultimate weapon: the only place to get significant quantities of orichalcum is Atlantis, and no one quite knows where Atlantis is.

Clues to Atlantis' whereabouts are in the hands of experts and crackpots scattered around the globe, as are a handful of orichalcum beads and other Atlantean relics (such as Sophia's pendant). The Nazis want to get their hands on all of the above: the experts, the crackpots, the relics, the beads... even Sophia, since she claims to be in touch with the spirit of a dead Atlantean. Needless to say, they would also like to get their hands on Indy, since they have a couple of scores to settle with him.

The player's job is to ferry Indy around the globe, from the jungles of South America to the frozen caves of Iceland, from the sky above the desert of North Africa to the deepest reaches of the Mediterranean Sea, one step ahead of (and sometimes one step behind) the Nazis. In each location, Indy has to overcome one or more obstacles to get information. In the Azores, for instance, a dotty old professor will tell Indy where he can find a lost dialogue by Plato (the real source of the orichalcum legend) but only

if Indy will give him an Atlantean artifact. Indy can get an artifact in Iceland, but not until he has a spare orichalcum bead in order to dislodge it from the ice in which it is buried. Indy can get a bead from a temple in Tikal, but not before he tells the temple's guardian the name of Plato's lost dialogue. However, he does not know the name of the lost dialogue, so first he has to figure that out..

Interlocking puzzles of this sort are central to the structure of the game, and one often has to shuttle back and forth from one country to another before having everything one needs to solve a given puzzle. This is rendered enjoyable by the fact that travel is as simple as clicking on a means of transportation and watching an arrow get drawn on a map (as in the movies), as well as by the fact that the settings are as lush and exotic as anyone could want: a hot-air balloon over the Sahara, a posh hotel in Monte Carlo, a colorful bazaar in Algiers, an alley in New York, a labyrinth in Crete and, ultimately, the mysterious heart of Atlantis.

The game captures the globe-trotting quality of the movies very well, showing each location off to great advantage with striking background paintings and detailed foreground animation. In Algiers, for example, a knife thrower juggles his weapons while his audience watches in rapt admiration; in Monte Carlo, a busy intersection is perpetually criss-crossed by pedestrians, any of whom Indy can catch up to and talk with. Many of the locations are several screens wide and feature exceptionally smooth scrolling, and most also incorporate the element of depth, with characters shrinking appropriately as they recede into the distance. Each scene also has its own soundtrack, featuring samples of John Williams' various themes from the three films and a good deal of original music written for the game.

If the feel of the game is not perfectly cinematic, it is because the graphics for the various characters are still (literally) rough around the edges and because an abundant soundtrack does not quite make up for the game's notable lack of sound effects. Spoken-word audio is also sorely missed; there is a lot of dialogue in this game, and one wishes after a few hours of reading speech balloons that at least some of it had been digitized. Nevertheless, *Atlantis* is a more cinematic game than most and has a pace and flavor appropriate to the movies that inspired it.

Contributing to the pace is the by-now-familiar **Lucasfilm** point-and-click interface (nine verbs, an inventory display, and a large action window) which simplifies most interactions to the point that they can be accomplished with a minimum of effort. The disadvantage of this interface is that it occasionally leaves one wishing for verbs one does not have available — I very much wanted to "enter" the tent in Iceland — but on the whole it is a good interface. It does lead to a certain stylization of interaction, such as saying "Use tofu carton with LandWalker™" when what one means is "Pour the tofu on the floor in front of the upside-down LandWalker™ to lubricate its path," but no parser is perfect. This one, at least, permits low-frustration gameplay.

Indy Best Direction

Contributing to the flavor of the game, on the other hand, is the balance of action, ingenuity and wit it presents and the level of each it demands of the player. What is more unusual, the game as a whole has three distinct plot "paths" from which a player can choose after he has found Plato's lost dialogue. Each plot direction (the three are "Team," "Wits" and "Fists") features scenes and puzzles that the other two do not, making it possible to replay the game at least twice without too much overlap. In the Team and Wits paths, Indy gets to commandeer a Nazi submarine; only in the Fists path, however, does Indy get to fight giant Nazis hand-to-hand deep in the bowels of the Cretan labyrinth. In the Team path, Indy and Sophia have to work together to conduct a bogus seance; in the Wits path, the same goal is accomplished with a rousing car chase. Wits and Fists both offer a ride on camelback across the Sahara; Team puts Indy and Sophia in the hot air balloon.



Some puzzles are common to all three paths, and the paths re-converge when Indy reaches Atlantis, so it would not be accurate to say that *Atlantis* contains three separate games. However, *Atlantis* does contain a whole lot more than one ordinary game, and gives more than lip service to the goal of interactivity. The designers have put an extraordinary amount of effort into creating a game that tailors itself to the interests of a particular player. A gamer who doesn't like fist fights and action sequences can choose a path that emphasises dialogue, and vice versa. Never before has a game paid this much attention to what the player wants.

Once Indy gets to Atlantis, things very quickly proceed to the game's climax. Here, there isn't much in the way of teamwork since Sophia is fast becoming possessed by the Atlantean spirit Nur-Ab-Sal, but there is plenty of action and puzzle-solving. The final scenes are exciting enough to serve as a satisfying end to a very satisfying adventure.

Although the endgame is the same no matter what, there are *alternate* solutions to puzzles for especially dedicated players to ferret out, and to encourage players to do this, the game calculates both a "Current" and a "Total" score based on how many obstacles the player has overcome and how he has overcome them. One can only get the maximum number of Total I.Q. (Indy Quotient) points by finding all the various solutions to all the puzzles in all the paths of the game. I doubt that many players will go to this much trouble just to get a perfect score. The point, however, is that the option is there. *Atlantis* really gives gamers their money's worth, in terms of quantity as well as quality.

Indy Long Run

Indiana Jones and the Fate of Atlantis is the best Indiana Jones game made so far and, since *The Last Crusade* was quite good, this means that *Atlantis* is better than quite good. As graphic adventures go, it is excellent; its shortcomings are mostly shortcomings of the genre. For instance, most of the locations, picturesque as they are, are comprised of only a few screens each. The temple in Tikal is all of one screen; Monte Carlo in the Team path, all of two. What is acceptable in a movie (letting a single set stand in for all of a country) is less palatable in a game whose apparent goal is to allow players to interact with their environment. Just as "stagy" is the designers' decision, presumably in the interest of sparing the player the annoyance of constant saving and restoring, to let Indy have more than one crack at solving most of the game's puzzles. For instance, if one messes up the seance sequence with gullible Alain Trottier in Monte Carlo, one is able to lure Trottier back to the table for an unlimited number of re-tries. This is convenient, but it makes no psychological sense — no one is *that* gullible. There has to be a better way, or at least a less glaring way, to let the player avoid excess disk-work.

These issues aside, *Atlantis* is an exuberant, funny, well-crafted and clever game worthy of both the Indiana Jones name and the **Lucasfilm** imprimatur. Fans of the movies, as well as fans of games such as *Monkey Island* and *Heart of China*, will find plenty to enjoy. And who could dislike a game that might, as a side effect, lead young gamers to start reading Plato? No, for that reason alone, *Indiana Jones and the Fate of Atlantis* is Indy at his best. CGW

CHIPS & BITS INC GAME SOFTWARE CALL 800 753 GAME

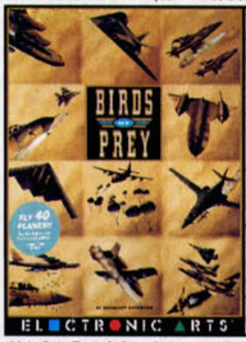
IBM WARGAMES
- Action North Atlantic $26
- Action off River Plate $26
- Action Stations $29
- Action Stations Scenario $14
- Air Raid Pearl Harbour $26
- Amer Civil War 1 - 3 Ea $22
- Banzai $19
- Battle of the Atlantic $36
- Battle of Austerlitz $12
- Battle Stations $26

IBM WARGAMES
- Operation Overlord $36
- Pacific Storm Midway $36
- Pacific Storm Solomons $36
- Panzer Battles $22
- Patriot $38
- Patriot Battle Sets Ea $24
- Patriot Editor $27
- Patton vs Rommel $15
- Patton Strikes Back $27
- Prelude to Jutland $28



In **'MIGHT AND MAGIC: CLOUDS OF XEEN'** you must lead a band of adventurers to bring down the evil Lord Xeen. Features full 256 color VGA support, full screen animation, animated icons to warn of danger, automapping, point & click interface, digitized speech, sound effects, & musical score. **$39**

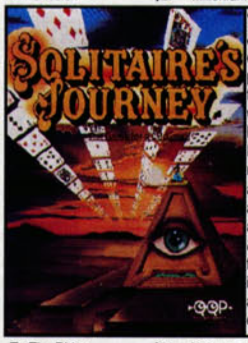
- Battles of Napoleon $32
- Battleship Bismark $26
- Battle Tank Barbarossa $36
- Battle Tank Kursk $36
- Blitzkrieg Ardennes $29
- Borodino $30
- Bravo Romeo Delta $34
- Campaign $29
- Carriers at War $37
- Carrier Strike $42
- Charge Light Brigade $34
- Civil War SSI $42
- Cohort $34
- Conflict: Korea $37
- Conflict: Middle East $37
- Conflict in Vietnam $ 9
- Decision at Gettysburg $29
- Dreadnoughts $42
- Dreadnoughts: Bismark $29
- Dreadnoughts: Ironclads $29
- Fall Gelb $36
- Fifth Eskadra $36
- Fire Brigade $34
- Fleet Med $36
- German Raider Atlantis $26
- Gettysburg:Turning Pnt $37
- Golan Front $36
- Grand Fleet $36
- Great Naval Battles $42
- Grey Seas, Grey Skies $36
- Halls of Montezuma $24
- Harpoon $25
- Harpoon Set 2 or 3 $19
- Harpoon Set 4 $36
- Harpoon Editor $27
- Harpoon Challenger Pak $42
- In Harms Way $36
- Kampfgruppe $37
- Kriegsmarine $36
- Kursk Campaign $36
- Long Lance $36
- MacArthur's War $29



'BIRDS OF PREY' could be the most complete flight simulator ever. There are 40 different aircraft including the MIG 29, B1-B, and F117A. Choose between 12 mission types; bomb runs, troop drops, & reconnaissance. Features a real world environment with 3 terrain types, airports, & carriers. **$32**

- Main Bttle Tank C Grm $36
- Main Bttle Tank N Grm $36
- Main Bttle Tank ME $36
- Malta Storm $36
- Man of War $36
- Mare Nostrum $26
- Marianas Turkey Shoot $28
- Midway $26
- Moscow Campaign $36
- North & South $27
- Northern Fleet $36

- Red Lightning $12
- Return to the Falklands $28
- Rising Sun $26
- Rommel at El Alamein $36
- Rommel at Gazala $36
- Rommel North Africa $24
- Rorke's Drift $34
- Second Front $37
- Seventh Fleet $36
- Stalingrad Campaign $36
- Storm Across Europe $12
- Third Reich $27



'SOLITAIRE'S JOURNEY' is a complete solitaire program. Choose from 105 of the world's most popular solitaire games. Features tournament play which allows you to create your own, keeps a complete history & overall averages for each game, 4 intriguing quests are included, & several play levels. **$36**

- To The Rhine $36
- Typhoon of Steel $12
- UMS 2 $19
- UMS 2 Civil War $24
- UMS 2 Desert Storm $26
- UMS 2 Planet Editor $28
- V for Victory $38
- War in the Falklands $26
- Warship Changed Hist $26
- Waterloo $12
- Western Front $37
- White Death $29

IBM STRATEGY
- A Train $42
- Ancient Art War at Sea $29
- Ancient Art War in Sky $34
- Armada 2525 $32
- Bandit Kings of China $37
- Battle Isle $32
- Big Business $26
- Breach 2 Enhanced $19
- Breach 2 Scenario Disk $15
- Buzz Aldrin Race to Spc $37

IBM STRATEGY
- Castles $36
- Castles Disk 1 $19
- Centurion $19
- Civilization $39
- Civilization Master Ed. $45
- Command HQ $19
- Conquered Kingdoms $36
- Crisis in the Kremlin $38
- Designasaurus 2 $28
- Dino Wars $28
- DRAGON Force $31
- Dragon Lord $12
- Dune $29
- Empire $31
- Empire Deluxe $42
- Final Conflict $34
- FireTeam 2200 $29
- FireTeam Const Kit $25
- Fort Apache $34
- Full Metal Planet $31
- Genghis Khan $37
- Global Conquest $39
- Global Effect $32
- Gold of the Americas $12
- Imperium $26
- Legions of Krella $38
- Lemmings $32
- Lemmings Data Disk $19
- L'Empereur $37
- Liberty or Death $37
- Lost Admiral $34
- Lost Admiral Scenario $23
- Lost Admiral Enhanced $38
- Lost Patrol $12
- Medieval Lords $36
- Medieval Warriors $15
- Mega Lo Mania $36
- Mercenaries $38
- Merchant Colony $34
- Millenium $24
- Nobunaga 1 $37
- Nobunaga 2 $37
- Nuclear War $12
- Objection $34
- Objection Enh $89
- Ogre $19
- Omega $30
- Operation Combat $15
- Overlord $29
- Pacific Theater of Oper $42
- Perfect General $34
- Perfect General Disk 2 $23
- Populous $21
- Populous Promise Land $14
- Populous 2 $38
- Power Monger $34
- PowerMonger WW1 $21
- QQP Bundle $59
- Railroad Tycoon $34
- Rampart $27
- Reach for the Stars 3 $19
- Realms $29
- Renegade Legion Intrcpt $12
- Revolution 76 $29
- Rider of Rohan $19
- RoboSport WIN $37
- Romanc 3 Kngdm 1or2 $42
- Rules of Engagement $37
- Second Conflict WIN $34
- Siege $38
- Sim Ant $37
- SimCity $29
- SimCity for Windows $37
- SimCity Graphic 1 or 2 $23
- SimCity Terrain Editor $15
- SimEarth DOS/WIN $41
- Star Control $29
- Star Control 2 $37
- Starfleet 1 or 2 $38
- Strategic Forces $19
- Sword of Aragon $28

IBM STRATEGY
- Task Force 1942 $39
- Theatre of War $32
- Theatre Sets $21
- Traders $29
- Utopia $31
- Viking Fields of Conqst $37
- Visions of Aftermath $12
- Warlords $29
- Warlords 2 $42
- Worlds at War $29

IBM ADVENTURE
- King's Quest 5 ega $34
- King's Quest 5 vga $39
- King's Quest 5 WIN $39
- King's Quest 6 vga $39
- Kristal $15
- Lane Mastodon $12
- Leather Goddesses 2 $42
- Leisure Suit Lrry 1 vga $34
- Leisure Suit Lrry 2, 3or5 $34
- Leisure Suit Lrry Bundle $39



'SIEGE' is a medieval style castle assault game. You are given four castles to attack and defend in a one castle scenario or an extended campaign. Includes historical troops (French, English, Celtic), mythical troops (Elves, Trolls, Giants), siege towers, battering rams, catapults, and oil. **$38**

IBM ADVENTURE
- Advnts Willie Beamish $34
- Advnts Willie Beamish 2 $39
- All Dogs Go to Heaven $17
- Altered Destiny $34
- B.A.T. $19
- BAT 2: Koshan Conspy $32
- Castle of Dr Brain $34
- Chmbr Sci Mutnt Prstss $25
- Code Name: Iceman $21
- CodeName : Iceman 2 $39
- Colonel Bequest $21
- Colonel Bequest 2 $34
- Conquests of Camelot $21
- Conquests of Longbow $34
- Conspiracy Deadlock $34
- Countdown $37
- Covert Action $29
- Crime Does Not Pay $29
- Crime Wave $29
- Cruise for a Corpse $34
- Dark Heart of Uukrul $34
- David Wolf:Scrt Agnt $15
- Deja Vu 2 Lost in LV $12
- Die Hard $28
- Don't Go Alone $ 9
- Duck Tales $15
- Earthrise $12
- East v West:Berlin '48 $ 9
- Eco Quest 1 $34
- Felony $12
- Free DC $29
- Future Wars $28
- Galleons of Glory $29
- Gamma Force $ 9
- Gateway $36
- Geisha $32
- Godfather $32
- Gold Rush $15
- Grail Quest $27
- Hare Raising Havoc $32
- Harley Davidson $32



'BRAVO ROMEO DELTA' gives you the role of Chief Target Planner at the Strategic Air Command. It is your duty to launch a limited nuclear strike against the forces of the Soviet Union in order to gain a military advantage without precipitating a full scale war. Features ability to play either side. **$34**

- Heart of China $34
- Hostage $ 9
- Hound of Shadow $37
- Indy Jones L Crsd ega $21
- Indy Jones L Crsd vga $27
- Indy Jones Fate Atlantis $38
- Jack the Ripper $38
- James Bond Stealth Aff $34
- King's Quest 1 Enhncd $34
- King's Quest 2 or 3 $28
- King's Quest 4 $34

- Light Quest $32
- Loom $19
- Lost in LA $37
- Lost Treasures Infocom $42
- Magnetic Scrolls Bndl $34
- Manhunter NY $28
- Manhunter SF $15
- Maniac Mansion $18
- Martian Memorandum $37
- Mean Streets $15
- Mixed Up Mthr Goose $29
- Mixed Up Fairy Tales $29
- Murder by the Dozen $15
- Murder Club $28
- Murders in Space $12
- Oregon Trail $28
- Out of this World $36
- Plan 9 from Outer Space $31
- Police Quest 1 $34
- Police Quest 2 or 3 $34
- Prince of Persia $25
- Rex Nebular Cos Gen B $39
- Rise of the Dragon EGA $29
- Rise of the Dragon $34
- Rocketeer $32
- Search for the King $24
- Secrt Monky Islnd 1 $23
- Secrt Monky Islnd 2 $38
- Sex Olympics $24
- Sex Vixens from Space $12
- Sierra Adventure Bundle $39
- Shogun $12
- Sinbad $12
- Snoopy $ 9
- Space Quest 1 $34
- Space Quest 2 $28
- Space Quest 3 or 4 $34
- Space Quest 4 CD $39
- Space Quest 5 $39
- Space Quest Bundle $39
- Spellcasting 101 $19
- Spellcasting 201 $36
- Spirit of Excalibur CD $39
- Startrek 5 $12
- Startrek 25th Aniversry $36
- Time Quest $19
- Train $ 6
- Uninvited $ 9
- Universe 1 -3 Ea $34
- War in Middle Earth $15
- Where Amrcas Pst CSD $37
- Where Europe CSD $30
- Where USA CSD $30

IBM ADVENTURE
- Where World CSD $27
- Wher Wrld CSD Dlx CD $64
- Where Time CSD $30
- Wierd Dreams $12
- Wonderland $19
- Zak McKracken w/HB $18
- Zeliards $21
- Zombie $12

IBM TRADITIONAL
- 3D Pool $12
- 3 in 1 Players Pack $37
- Acquire $15
- Amarillo Slim Poker $12
- Backgammon WIN $19
- Battle Chess 1 $29
- Battle Chess 2 $29
- Battle Chess WIN $29
- Battle Chss Dos/Win CD $44
- Blackjack DOS/WIN $19
- Bridge 7 $31
- Capstone CD Collection $45
- Casinos of the World $29
- Centerfold Squares $21
- Check Mate DOS/WIN $36
- Chessmaster 3000 $32
- Chessmaster 3000 WIN $38
- Chess Net $34
- Chess X Collossus $19
- Clue Master Detective $15
- Cribbage King/Gin King $19
- Crossword Magic $32
- Dealers Choice Poker $32
- Dr Thorp's Blackjack $32
- Ewd O'Thorpe Blackjack $19
- Electric Jigsaw $12
- Faces: Tetris 3 $25
- Femmes Fatale $36
- Femme Fatale DD 1-3 $18
- Games People Play $27
- GO Master 5 Dlx $109



'OMAR SHARIF ON BRIDGE' is the first talking bridge game that uses full VGA graphics. Set up your own hands to practice slams, no trump hands, or defensive play. Features digitized speech, 1-4 players, reveal any or all hands at any time, printer control to print out hands, & novice mode for beginners. **$37**

- GO Master 5 Dlx WIN $109
- GO Joseki Genius $39
- GO Junior $19
- GO Master 5 DOS/WIN $39
- GO Scribbler $34
- GO Tactical Wizard $39
- Grand Slam Bridge $22
- Home Casino Spectaclr $15
- Hong Kong Mah Jong $32
- Hoyle's Games 1 or 2 $21
- Hoyle's Games 3 $29
- Hoyle's Games 4 $36
- Ishido $34
- Jeopardy 1 or 2 $10
- Jigsaw Pinups $24
- Jones in the Fast Lane $24
- Living Jigsaws $12
- Lexicross $24
- Monopoly $24
- Omar Sharif on Bridge $37
- Penthouse Jigsaw $24
- Pictionary $24
- Pinball WIN $29
- Planet of Lust $24
- Price is Right $15
- Prime Time Hits 1 or 2 $25
- Rack'em $12
- Risk $24
- Risk WIN $29
- Sargon 4 or 5 $34
- Scrabble $24
- Scrabble Deluxe $34
- Shanghai 2 $24
- Shogi Master $34
- Solitaires Royale $19
- Solitaires Journey $36
- Sorry $15
- Spot $15
- Stratego $31
- Strip Poker 3 $30
- Strip Poker Data 1-5 Ea $19

IBM TRADITIONAL
- Super Jeopardy $27
- Super Tetris $32
- Tetris $24
- Trivial Pursuit $26
- Trump Castle 2 $29
- Vegas Entrtmnt Pk WIN $20
- Video Poker by Masque $19
- Video Poker DOS/WIN $34
- Welltris $24
- Wheel of Fortune 1-3 Ea $10

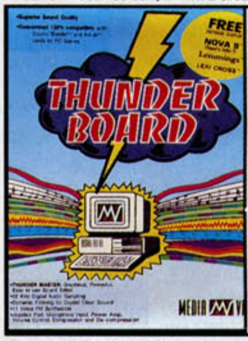
IBM SPORTS
- Gretsky League $26
- Hardball 2 $28
- Hardball 3 $34
- Hole in One Mini Golf $12
- Hole in One Course Disk $ 9
- Indianapolis 500 $17
- International Sports Ch $29
- J Conners Pro Tennis $32
- Joe Montana Football $31
- John Elway's QB $ 6



'THE TWO TOWERS' is the second volume in the Lord of the Rings saga. You control a party of characters as you battle orcs, trolls, wargs, and ghosts. Features VGA graphics, a complete musical score & digitized speech, automapping, & mouse interface. Free Clue Book while supplies last. **$37**

- Wheel of Fortune Gold $15
- Wordtris $29
- Wrld Chmp Backgamn $24
- Wrld Chmp Cribbage $24

IBM SPORTS
- 4D Boxing $17
- 4th & Inches $ 9
- ABC Boxing $32
- ABC Mon Night $34
- All American College Fb $36
- All Star Sports Pak $34
- APBA Baseball $28
- APBA Encyclopedia $34
- APBA General Manager $29
- APBA Micro Manager $32
- APBA Stat Master $29
- APBA Wizard $29
- APBA 1908 - 91 Ea $21
- APBA Basketball $28
- APBA Bowling $19
- APBA Football $49
- Basketball Challenge $28
- B ball Ch. 1987 - 88 Ea $13
- B ball Ch. 1989 - 90 Ea $17



The **'THUNDER BOARD'** is a sound board that is 100% compatible with Soundblaster and Adlib. It reproduces digitized sounds using an 8 bit DAC. Features include dynamic filtering, 11 Voice FM music synthesizer, sampling rate up to 22 KHz, microphone input, joystick port, & 2 watt power amp. **$84**

- Bo Jackson Baseball $32
- Cycles Grand Prix $28
- Daily Double Horse $19
- Days of Thunder $24
- Dirk's Baseball Encyclpd $19
- Fast Break $ 9
- Games Winter Chllng $34
- GFL Champ Football $ 9
- Grand Prix Circuit $17
- Greens $34
- Gretsky Hockey 2 $34

- Lakers v Celtics $19
- LH 3 in 1 Football $30
- LH Boxing $30
- LH College Basketball $30
- LH Full Count Baseball $30
- LH Hockey $30
- LH Pro Basketball $30
- LH Team Disks $15
- LH League Leaders $15
- LH Utility Disks $15
- Links Golf $37
- Links Golf WIN $39
- Links Course 1 -6 Ea $17
- Links 386 Pro $42
- Links 386 Course Disks $20
- Low Blow $12
- Madden Football $21
- Madden TD 89 & 90 $18
- Madden Football 2 $32
- Magic Johnson Fst Brk $ 6
- Mario Andretti Racing $17
- ML Basbll Mngr's Chllng $19
- ML World Series Disks $17
- ML TD 1982 - 1990 Ea $17
- ML All Stars $17
- ML Franchise Disks Ea $20
- ML Basketball $28
- ML Personal Pro Golf $28
- ML Football Deluxe $39
- Michael Jordan Flt Sim $44
- Mike Ditka Football $32
- Mini Putt $ 9
- NASCAR Challenge $31
- NFL Challenge $60
- NFL 1984 - 1987 Ea $15
- NFL 1988 - 1991 Ea $22
- NFL Preseason Disk $22
- NFL All Star Teams $22
- NFL College Alumni $22
- NFL College Teams $19
- NFL Dream Teams $20
- NFL Greatest Teams $22
- NFL Roster Editor $20
- NFL Situation Editor $20
- NFL Football $31
- NFLP roleague Football $24
- Nicklaus Signature Edit $39
- Nicklaus SE Clip Art $24
- Nicklaus Greatest 18 $27
- Nicklaus Unlimited Golf $27
- NG Clip Art $17
- NG Course 2, 3, 4, or 5 $15
- Over the Net Volleyball $24

IBM AMIGA MACINTOSH GAMES AND HINT BOOKS FOR LESS

IBM SPORTS
Pete Rose Baseball $ 9
PGA Tour Golf $32
PGA Tour Golf WIN $38
PGA Tour Golf Disk 1 $17
PGA Tour Golf Ltd Edt $45
Playmaker Football $29
Pro Football Analyst $29
Road to the Final Four $37
Reel Fish'n $12
Serve & Volley $12

HINT BOOKS
King's Quest 1 - 5 Ea $10
Leisr Suit Larry 1 - 5 Ea $10
Lemmings w/Disk $21
Loom $10
Lord of the Rings 1 or 2 $10
Lost in LA $10
LucasArts Adventure $16
Magic Candle 1 or 2 $10
Manhunter NY or SF $10
Maniac Mansion $10



'DREADNOUGHTS' is a WWI surface fleet battle simulator. It recreates the look, specificatons, and tactics of fleet combat. Features 3D views, comprehensive manuals and sea charts, a potent English command parser, one or two player mode and computer controlled ships, gunnery and damage control. **$42**

Skate or Die $15
Ski or Die $15
Sport of Kings $15
Summer Challenge $34
Super Car Pack $37
Team Suzuki $15
Tennis Cup $32
Tie Break Tennis $19
TKO Boxing $ 6
Tom Landry Football $29
Tony LaRussa Basebll $29
T LaR Fantasy Managr $15
T LaRussa Stadiums $15
T LaR Teams1901-68 $15
Weaver Baseball 2.0 $32
Weaver 1988 - 1989 Ea $16
Weaver Commisnr 2.0 $25
Weaver 2.0 1990 Teams $16
Weaver 2.0 Comm Edt $56
World Circuit $34
World Class Soccer $28

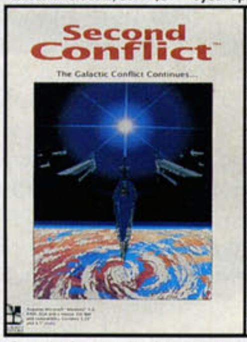
HINT BOOKS
Advntrs Willy Beamish $10
Altered Destiny $10
A Train $16
Bard's Tale 1 - 3 Ea $10
Buck Rogers 1 or 2 $10
Castle of Dr Brain $10
Champions of Krynn $10
Civilization $16
Code Name Iceman $10
Colonel Bequest 1 or 2 $10
Conquests of Camelot $10
Conquests of Longbow $10
Curse of Azure Bonds $10
Death Knights of Krynn $10
Dragon Wars $10
Drakkhen $10
Dynamix Great War Pln $16
Elvira 1 or 2 $10
Eye of Beholder 1 $10
Eye of Beholder 2 $12



'LINKS 386 PRO' offers **Super VGA** graphics and advanced features designed for your 386 or 486. New features include computer opponent, save game option that allows your friends to play against you in an existing game, prerecorded games from worthy opponents, & many game modes. **$42**

Fountain of Dreams $10
Free DC $10
Gateway Savage Frntr $10
Hard Nova $10
Harpoon Battlebook $16
Heart of China $10
Hero's Quest 1 - 3 Ea $10
Immortal $10
Indy Jones Lst Crsade $10
Indy Jones Fate Atlantis $10
Jetfighter 2.0 $16

Martian Dreams $13
Matrix Cubed $16
Might & Magic 1 or 2 $10
Might & Magic 3 or 4 $16
Planet's Edge $16
Police Quest 1 - 3 Ea $10
Pool of Darkness $12
Pool of Radiance $10
Populous 1&2 Offici Str $16
Power Monger $10
Power Mngr Strategy Bk $16
Quest for Clues 2, 3or4 $21



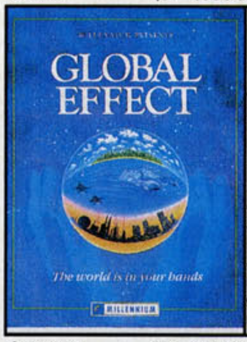
'SECOND CONFLICT' is a game of interstellar strategy and conquest. Test your skill against friends or the computer in one of 6 exciting scenarios or create your own with the built in editor. Choose between warships, stealthships, missiles, & transports in your quest to rule the galaxy. **$34**

Quest for Glory 1-3 Ea $10
Railroad Tycoon $10
Rise of the Dragon $10
Run 5 Issue 1 - 20 Ea $ 6
Savage Empire $10
Secret Mnky Islnd 1or 2 $10
Secret of Silver Blades $10
Shadow Sorcerer $10
Simcity/Simearth $20
Space Quest 1 - 4 Ea $10
Starflight 1 or 2 $10
Star Trek 25th Anniv $10
Strategy Plus 3 -11 Ea $ 8
Strategy Plus 12-19 $ 5
Treasures Savage Frntr $10
Tunnels & Trolls $16
Ultima 4 - 7 Ea $10
Ultima Avatar Advntures $14
Ultima 7 & Underworld $16
V for Victory $16
Wizardry 6 Cosmic Frg $12
Wizardry 7 Crusade $12
Yeager's Air Combat $16

IBM AD & D
Champions of Krynn $19
Curse of Azure Bonds $15
Dark Queen of Krynn $32
Death Knights of Krynn $20
Dragon Strike $12
Dragons of Flame $ 9
Eye of the Beholder $16
Eye of the Beholder 2 $38
Gateway Savge Frontr $32
Heroes of the Lance $12
Pool of Darkness $38
Pool of Radiance $15
Secret of Silver Blades $15
Shadow Sorcerer $32
Tales Magic: Prophcy S $38
Treasurs Savage Frontr $32
War of the Lance $ 9

IBM ROLE PLAYING
2400 AD $28
Autoduel $26
Bad Blood $31
Bard's Tale 1 $15
Bard's Tale 2 $19
Bard's Tale 3 $31
Bard's Tale Cnstrctn St $19
Battletech 1 $12
Battletech 2 $31
Blade Warrior $12
Bloodwych $15
Buck Rogers 1 $12
Buck Rogers 2 $32
Captain Blood $ 9
Captive $30
Celtic Legends $32
Champions $37
CHARACTR EDITORS $16
Conan $29
Corporation $29
Cybergenic Ranger $32
Cyber Space $29
Darklands $39
Drakkhen $37
Dragon Wars $12
Dusk of the Gods $38
Elvira 1 Mistress Dark $34
Elvira 2 Jaws Cerberus $39
Escape from Hell $17
Fire King $19
Flames of Freedom $28
Fountain of Dreams $15
Four Crystals of Trazere $32
Hard Nova $17
Hero's Quest 1 EGA $21
Hero's Quest 1, 2 or 3 $34
Hyperspeed $34
Immortal $17
Keys to Maramon $12
King's Bounty $19
Knights of Legend $30
Legacy of the Necromncr $29
Legend $31
Lord of the Rings 1 $34
Lord of the Rings 2 $37
Loremaster $39
Lure of the Temptress $37
Magic Candle 1 $12
Magic Candle 2 $37
Magic Candle 3 $38
Matrix Cubed $32
Mechwarrior $34
Megatraveller 1 $16
Megatraveller 2 $19
Megatraveller 3 $38
Midwinter 1 $12
Midwinter 2 $28
Might & Magic 1 or 2 $12
Might & Magic 3 $34
Might & Magic 4 $39
Mission Impossible $19
Murder $29
Obitus $34

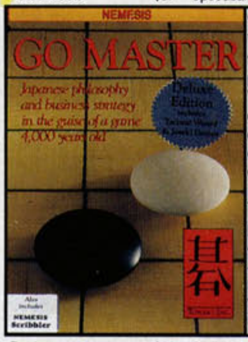
IBM ROLE PLAYING
Pirates $ 9
Pirates Gold $34
Planet's Edge $37
Prophecy 1 $12
Questron 2 $12
Rings of Medusa $24
Sea Rogue $39
Sentinel Worlds $15
Sleeping Gods Lie $29
Sorcerian $34



In **'GLOBAL EFFECT'** you are called upon to protect civilizations on distant planets. In save a world, you must solve environmental problem; in rule a world, you have full military options to use against your opponents; and in create a world, you must build from the ground up. Has modem play. **$32**

Space 1889 $16
Space Inc $34
Space Rogue $30
Space Wrecked $19
Spellbound $39
Spirit of Excalibur $19
Starflight 1 or 2 $19
Sword of the Samurai $ 9
Swrd Samrai & Pirates $16
Tangled Tales $21
Tengen Arcade Hits $25
Terran Envoy $12
Third Courier $ 6
Times of Lore $28
Tunnels & Trolls $12
Twilight 2000 $34
Ultima Martian Dreams $37
Ultima Savage Empire $34
Ultima Trilogy $35
Ultima Trilogy 2 $45
Ultima 1-6 Bundle CD $59
Ultima 4 or 5 $35
Ultima 6 False Prophet $39
Ultima 7 Black Gate $45
Ultima Stygian Abyss $48
Uncharted Waters $42
Vengeance of Excalibur $19
Windwalker $28
Wizardry Trilogy $32
Wizardry 4 $19
Wizardry 5 $32
Wizardry 6 Cosmic Frg $37
Wizardry 7 Crusaders $39

IBM ACTION /ARCADE
Airborne Ranger $12
Amazing Spiderman $ 9
Arachnaphobia $28
Artura $ 6
Back to the Future 2or3 $15
Bart Simpsn House Wrd $31
Battle Master $37



'NEMESIS GO VER 5 DELUXE' is the ultimate computer GO program. With the simplicity of checkers and the complexity of chess, GO is a serious strategy game. Includes: GO MASTER-a basic GO player and tutor, Joseki Genius adds complex corner openings, Tactical Wizard & Scribbler. **$109**

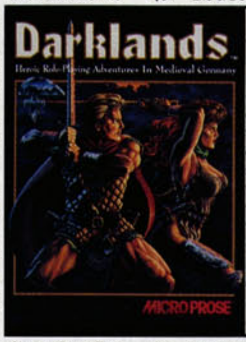
Battlestorm $32
Bill & Ted's Excllnt Adv $19
Blockbuster $ 6
Blockout $28
Brain Blaster $28
Colorado $ 6
Continuum $29
Cool Croc Twins $24
Crackdown $17
Dark Century $27
Day of the Viper $19

IBM ACTION /ARCADE
D Generation $32
Dig Dug $ 6
Dr Doom's Revenge $ 9
Dragon's Lair 1 $24
Dragon's Lair 2 $34
Drgn's Lair Singe Cstl $34
Freakn Funky Fuzzballs $19
Galaxian $ 6
Gauntlet 1 or 2 $ 9
Gold of the Aztecs $29
Grave Yardage $12
Gremlins 2 $ 9
Guy Spy $29
Hard Driving 2 $38
Hare Raising Havoc $32
Home Alone $27
Killing Cloud $19
Knight Force $29
Lemmings $32
Lemmings Data Disk $19
Light Corridor $29
Light Quest $32
Loopz $24
Marble Madness $15
Monty Python $15
Ms Pac Man $ 6
M.U.D.S. $16
Mystical $27
Nevermind $25
Night Breed $15
Night Shift $17
Nova 9 $21
Obliterator $ 6
Oil's Well $19
Pac Man $ 9
Pick N Pile $27
Pipe Dream $19
Pitfighter $22
Powerdrift $25
Powerdrome $12
Punisher $ 9
Resolution 101 $12
Roller Babes $25
Rotox $24
Savage $19
Sierra Arcade Bundle $24
Silpheed $21
Simpsons Arcade Game $31
Sliders $27
Space Ace 1 or 2 $34
Space Wars $37
Speedball 2 $25
Stellar 7 $21
Stormlord $ 9
Super Off Road $15
Super Pac Man $ 9
Super Space Invaders $25
Taking of Beverly Hills $27
Teenage Mtnt Nnja Trtl $25
TMNT Manhattan Miss $31
TMNT Arcade $31
Terminator $34
Thexder 1 or 2 $21

IBM ACTION /ARCADE
Troika $19
Vaxine $24
Viking Child $24
Volfied $24
Wild Streets $32
Wild Wheels $32
Wrath of the Demon $29
Xenocide $19
X Men 1 $ 9
X Men 2 $25

IBM HARDWARE
Ad Lib Sound Card $59
Ad Lib Gold 1000 $179
Adlib Progrmrs Manual $27
Adlib Surround Sound $64
Adlib Telephone Module $64
Ad Lib Visual Composr $75
Ad Lib Speakers $15
Flight Stick $43
Flight Stick w Falcon $46
Game Card 3 $39
Gravis Ultraound Board $149
Champ Joystick $24
Maxx Control Yoke $59
Rudder Peddals $39
Mouse 3 Button $29
Sound Blaster $109
Sound Blaster Pro $189
Snd Blaster Speakers $15
Snd Blaster Voice Edtr $54
Sound Star Snd Board $19
Thrustmaster Joystick $69
Thrustmstr Pro Joystick $109
Thrustmstr Weapn Cntrl $79
Thunder Board SndBrd $84
Thunder Board Spkrs $15

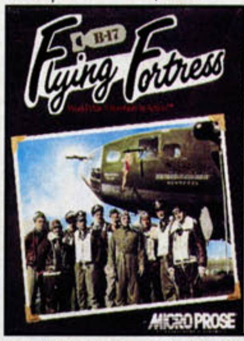
IBM SIMULATION
688 Attack Sub $19
A10 Avenger $43
A10 Tank Killer 1.5 $34



'DARKLANDS' draws upon the lore, myths & superstitions of medieval Germany to create a realistic fantasy role-playing game. A new menu system that provides more traditional rpg options than ever before. Characters fight in real time combat to develop skills that allow them to grow and develop. **$39**

Abrams Battle Tank $12
Aces of the Pacific $42
Aces Pacific Mission 1 $27
Aces Pacific Mission 2 $27
Aces over Europe $46
Aces Europe Mission 1 $27
Aces Europe Mission 2 $27
Air Force Commander $37
Air Strike USA $19
Allied Forces Bundle $29
Armor Geddon $29
ATAC $29
ATP $37
B17 Flying Fortress $39
Battle Command $24
Battlefield 2000 $37
Birds of Prey $32
Blue Max:Aces WW 1 $12
Buzz Aldrin Race Spc $37
Campaign: Strat Flight S $37
Car and Driver $38
Cardinal of the Kremlin $27
Carrier Command $12
Conqueror Multi Tank $16
Crash Course $ 6
Design yr own Railroad $29
Dynamics Bundle $39
Elite Plus $19
Eye of the Storm $29
F117A Nighthawk $42
F14 Tomcat $26
F15 Strike Eagle 2 $19
F15 SE2 Scenario Disk $17
F15 Strike Eagle 3 $44
F19 Stealth Fighter $24
F22 ATF $39
F29 Retaliator $32
Falcon AT $37
Falcon 3.0 $45
Falcon 3 Scenario 1 $22
Flight of the Intruder $22

IBM SIMULATION
Flight Simulator 4.0 $39
Aircraft Scenry Design $35
Flight Planner $24
New Facilities Locator $27
Sound, Graphics Upgrde $27
Sublogic Scenery Disks $22
Fly Grand Canyon 3D $45
Gunboat $33
Gunship $12
Gunship 2000 $39



'B17 FLYING FORTRESS' is a WWII bomber simulation. Can you lead a 10 man crew to victory against squadrons of Nazi warplanes? Features authentic flight dynamics, customize your plane with historically accurate nose art, & control each crew members position from pilot to bombadier. **$39**

Harrier Combat Sim $ 6
Heatwave $25
Heros of the 357th $32
Hoverforce $31
Hunt for Red October $22
Hyperspeed $34
Jet Fighter 2.0 $39
Knights of the Sky $29
Land, Sea & Air Bundle1 $39
Land, Sea & Air Bundle2 $39
LHX Attack Chopper $26
Life & Death 1 or 2 $22
Lightspeed $29
M1 Tank Platoon $34
Mantis Exprmntl Fghtr $34
Megafortress $27
Megafrtrss Mission Disk $27
Megafortress 3D Editor $27
Miami Enforcer $39
Mig 29 Fulcrum $32
Power Boat Simulator $39
Rapcon $29
Reach for the Skies $31
Red Baron $34



'BATTLE ISLE' is a strategic wargame. Features 1 or 2 player modes with difficulty levels from beginner to expert. You control multipurpose factories, ground troops, airplanes, helicopters, carriers, destroyers, subs, and more. Features over 32 unique maps, & multiple zoom levels. **$32**

Red Baron Mission 1or2 $24
Red Storm Rising $12
Road&Track Grand Prix $37
Sailing Instructor $199
Sailing Simulator $39
Sailing Simulator VGA $42
East Coast Voyages $34
West Coast Voyages $34
Scenery Collection A/B $37
Secret Weapons Lftwff $44
S Weapons Expl P38 $21

IBM SIMULATION
S Weapons Exp2 P80 $21
S Weapons Exp3 He162 $21
S Weapons Exp4 Do335 $21
Shuttle $34
Silent Service 2 $34
Stormovik $15
Strike Aces $19
Strike Commander $45
Stunt Driver $15
Tank $37
Team Yankee $34
Team Yankee 2 $29
Test Drive 2: Collection $34
TD2 Data Disks 1-4 Ea $15
Test Drive 3 $32
TD3 Road & Car Disk $19
TFH & BH1942 $44
Thunderhawk $29
Thunderstrike $27
Top Gun Danger Zone $31
Tracon $34
Tracon 2 $29
Tracon 2 WIN $34
Ultrabots $37
Vette $33
Virtual Reality Studio $49
Wing Commander 1 $39
WC1 Mission 1 or 2 $19
Wing Com 1 Dlx CD $45
Wing Commander 2 $45
WC2 Operations Mod 1 $27
WC2 Operations Mod 2 $27
WC2 Speach Pack $15
Wolfpack $15
Yeager's Air Combat $38

CHIPS & BITS

PO Box 234
Rochester VT 05767
Fax 802-767-3382
802-767-3033
800-753-4263
GEnie Keyword CHIPS

We accept Visa, MC &Money Orders. COD add $5. Checks Held 4 Weeks. Most items shipped same day. All shipping rates are per order not per item. UPS $4: 2 Day Air $6: Mail $5: Airmail Canada $6: HI, AK, PR, 2 Day Air $12: Airmail Europe $12 first item plus $6 per additional item.

All Sales Final. Check compatibility before you buy. Shipping times not guaranteed. Defectives replaced with same product. Price & availability subject to change.

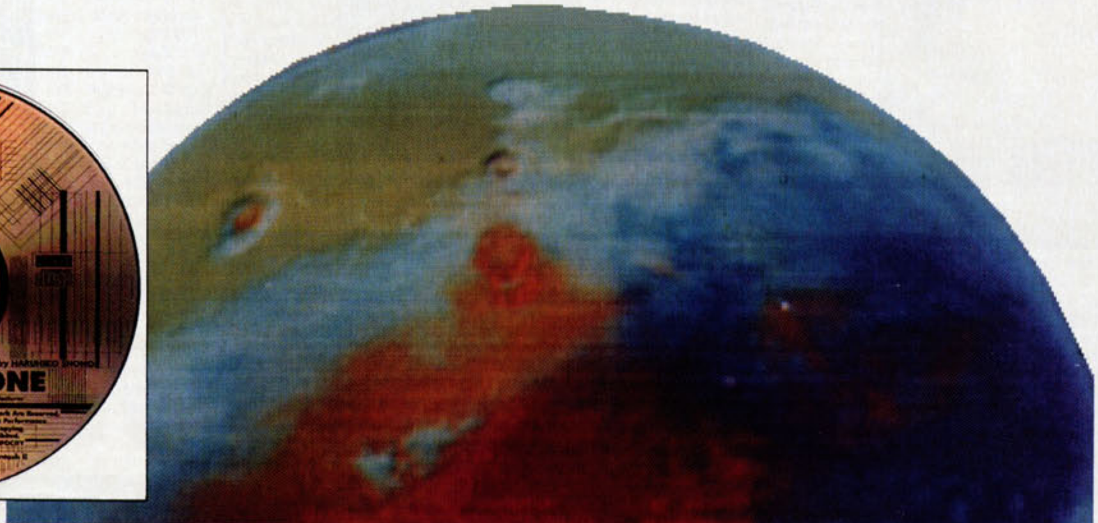
Review

L-Zone Elevates Multimedia

Synergy's Game of Exploration Offers Bold New Sights

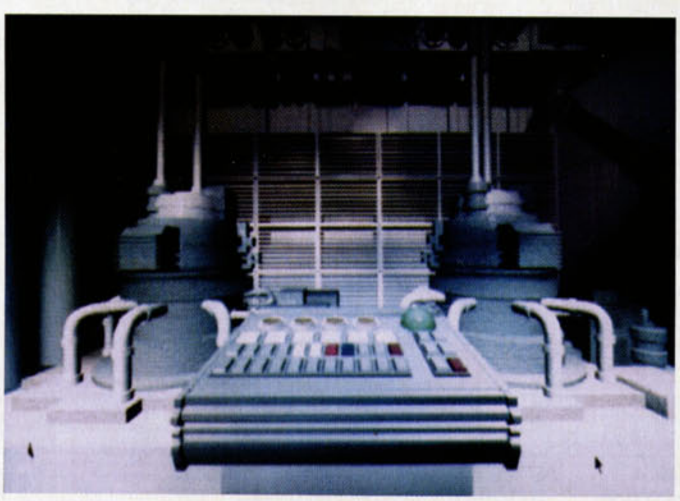
by Tony Reveaux





TITLE:	L-Zone
SYSTEM:	Color Macintosh II or greater, 4 MB RAM, CD-ROM drive
PRICE:	$99
PROTECTION:	None
DEVELOPER:	Synergy/Infocity, Inc.
DESIGNER:	Haruhiko Shono
PUBLISHER:	Cameo Interactive, Ltd.; Tokyo U.S. distribution by Invision Interactive

L-Zone is not so much a game as it is a fascinatingly complex interactive exploration environment of poetic technology. Those who liked **Reactor**'s *Spaceship Warlock* are likely to find *L-Zone* right smack in their time zone — the far future. The player's character is brought down into a hidden valley, right next to the deserted Dome City of No Name. A sleek bullet train will, when one pulls the right levers, whip the player down into the labyrinthine depths of the City. From there, players are allowed to wander through the different rooms of strange and bewildering machine systems, often feeling as though they may have sneaked into an immense combination of a planetary monitoring station, biochemical manufactory and nuclear power plant. The good news is that nobody is there to stop one from fooling around!



These are weird-and-wondrous yet sophisticatedly logical designs that were put there to do a job — a big job. The object of the exploration is to accomplish a lot of clicking around to see which of the hundreds of buttons, levers, handles and screens are active. When the player hits the jackpot on this multimedia "busy box," magical things happen! Lights, gauges and video screens activate, motors and pumps start, data storage devices play, holograms of a skeleton and a brain appear, a view of the City arises, urn-shaped canisters glow in colors and a quirky robot is brought to life.

Be warned, however, L-Zone is not simply a software toy. There are many places where players will have to use their wits in order to advance to the next step. Within one cloistered circular chamber, a terrain mapping table displays satellite views of the planet. One will need to go back to square one as it were, in order to ever leave that chamber. At another door, one may have to find a "cutting" solution to advance.

In an honorable nod to *Spaceship Warlock*, an elevator wooshes player characters from one level to the next, delivering one to a vestibule that hosts a control console overlooking a conference area. In that area, a robot whirrs on to halt at center stage. A ponderous view screen swivels open to reveal closeups of the nervous 'bot under the crosshairs as the

player is offered a choice of three wicked-looking assault weapons. A wireframe model of the piece is rotated on the screen for convenient inspection, and then the real thing is scissored out of an overhead pod. The gun automatically zeros in on the target and beams, shoots or shells the doomed droid dead center.

When the alarm sounds at the next portal, the character will have to find a rad solution before maneuvering any further. 3D readouts show the rad-levels and pinpoint one's position in the tunnel system. When the final chamber is reached, it might even be helpful to review the operator's manual for *Alien* in order to ensure that one can exit with a proper big bang.





Like *Spaceship Warlock*, *L-Zone* was built on *MacroMind Director*. In addition, it features 63 *QuickTime* movies, seen as the landing sequence and train tunnel travel, and a myriad of viewscreen displays which are exquisite cameos of abstract animation. Norikazu Miura's music and sound effects enhance the unique atmosphere of *L-Zone* with subtle electronic rhythms that convey the secret lives of machines. When *L-Zone* is run on a Mac II system with 256 colors, it will function well, but the dithered-down graphics will lack the richness of smoothly rendered, lustrous surfaces and shadow detail that *L-Zone* displays in higher resolution environments. The image fills a 13" screen, and with a larger area, such as the new Mirror 16" Color Display, the game's image will appear in the center. I have found the best way to enhance the big-screen playing environment is to set the desktop pattern to black for a neutral surround. Under System 7, it is possible to exit *L-Zone* through the Application Menu to work on other things and then, return to the game in its holding position. Once one quits, however, it is *sayonara* — there is no way to save and return to any position.

I have traveled through *L-Zone* more than four times. Yet, with each succeeding exploration, I discover something that I had missed before; a door or secret panel leading to yet another room, or a view-screen that had more visions to reveal or additional operational modes of a system that I thought I had mastered. *L-Zone* is the embodiment of technological adventure in the future tense. CGW

The Third Reich In The Third Dimension

Id Software Puts New Perspective On A Classic

by Chris Lombardi

TITLE:	Castle Wolfenstein 3-D
SYSTEM:	IBM
PRICE:	$50 for 6 scenarios
PROTECTION:	None
DESIGNER:	Id Software
DISTRIBUTOR:	Apogee, Garland, TX.

My first experience with a computer game was in 1983 with a remarkable little program called *Castle Wolfenstein* by **Muse Software**. In *Castle Wolfenstein*, the player controlled a little stick figure representing an American GI trapped deep within the prisons of a Nazi stronghold. With only a gun and eight bullets, the player had to creep from room to room, quietly disposing of guards and gathering more bullets, bandages and The Secret War Plans on his way to freedom. It was a great game, requiring fast reflexes and strategy, and what's more, it talked! When the surprised Nazi guards yelled out "Achtung!", "Halt!", and "Schweinhund!", it was the first time I had heard a computer make more than its obnoxious beep.

Now, **Id Software** has taken the basic premise for *Castle Wolfenstein* and given it, literally, a new perspective. No longer can the player hover detachedly (and safely!) over a little stick figure while it struggles and dies within a Nazi nightmare. **Id** has put the player inside the head of Our Hero, now named B.J. Blazkowicz, where s/he will see first hand what it's like to tip-toe cautiously past daydreaming guards, to sprint frantically out of a stream of lead, and to machine gun an advancing SS Trooper in bloody detail. In *Wolfenstein 3-D*, the player is "there" like no game I've ever played.

Let My People Scroll!

Much like **Origin**'s *Ultima Underworld*, *Wolfenstein 3-D* is set in a free-scrolling, texture mapped environment. Though less detailed than *Underworld*, the scrolling action is much faster. Using the keyboard, mouse or joystick the player can race through the castle hallways at impressive speeds, can glance side to side at nearly the pace of one's head, and can spin around in an instant. The speed and fluidity of movement truly draws the player in; so much so that I found myself actually craning my head back and forth as B.J. scoped out a hallway, ducked my head as B.J. sprinted for cover under fire and leapt in my chair as B.J. spun around to find himself face to face with an equally surprised guard.

Though the graphic detail of the environment is sparse, it is gorgeous nonetheless. The castle is decorated beautifully with textured walls, and



loads of Nazi paraphernalia. Beautiful murals and stained glass windows of der Fuhrer, the German eagle, swastikas, are liberally hung about; chandeliers, columns, coats of armor and vases decorate the officers' quarters; while



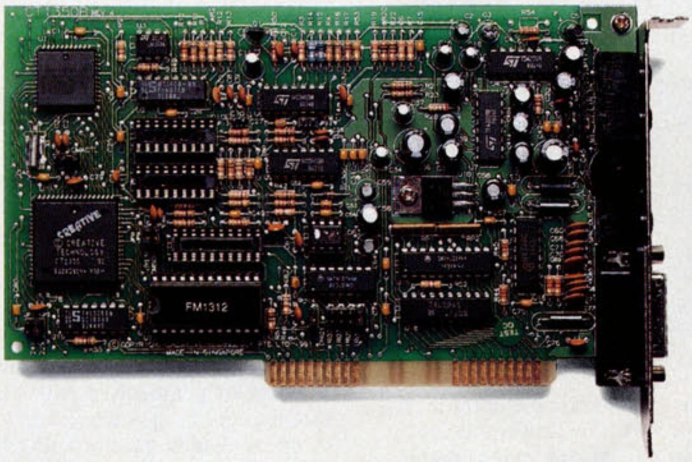
blood stains, torture cages, prison cells with the skeletal remains of POW's still clutching the bars and other gruesome sights attest to the brutality of the Wehrmacht. The inhabitants of the castle, as well, are depicted in detail. The guards goose-step along the hallways until they catch sight of B.J., whereupon they give a startled expression and a shout, and race toward B.J. with pistols drawn. If B.J. should happen to kill the guard with his animated knife, pistol or machine gun that extends into the screen like the swords and fists in *Ultima Underworld* or *Elvira*, the guard will give a scream ("Mien Lieben!" or just "Hiyeeee") and jerk back spasmodically in a spray of blood. The pneumatic pump of the machine gun, communicated in both the sound and the visual action, is frighteningly realistic.

Blood On The Saddle. And On the Reigns...And The Horse...And...

As one can probably tell, *Castle Wolfenstein 3-D* is extremely violent. The first screen of the game, before the title splash, is a pale blue mock-up of the film industry's rating notice with the rating PC-13, for Profound Carnage — which may be putting it lightly. When B.J. finishes his work on a castle floor, there's a few dozen bleeding corpses, dogs and men, piled high in the hallways. Though I killed hundreds of stick-figure guards in the original *Castle Wolfenstein* and never thought twice, the first-person perspective with the graphic detail and digitized sound really brings the act of killing home. A discussion of "implications" is best left to an editorial [Ed- See this and the previous month's], but I must warn those sensitive to such things to steer clear of this one.

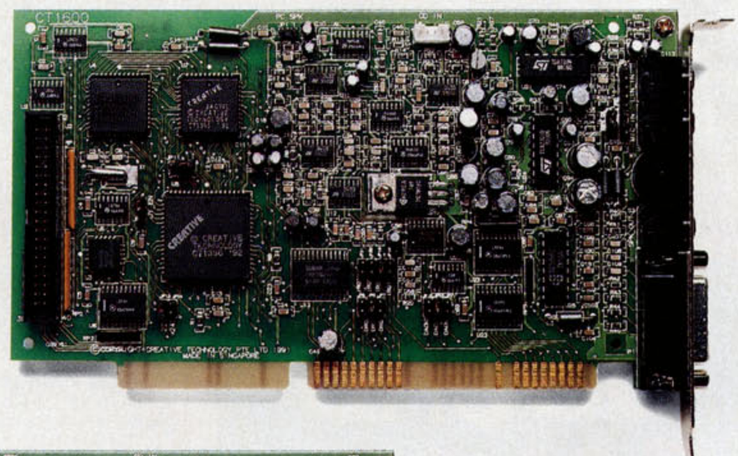
For those unfamiliar with the original game, the object of this scenario is to work one's way through several castle levels in order to face the Ultimate Bad Guy at the top level of the castle. B.J. must scramble around, kill guards and find goodies to keep himself supplied and fit. B.J. takes varying amounts of damage from enemy fire — naturally, B.J. takes more damage the closer to the enemy he is. B.J.'s physical state is communicated via a percentage, from 0 (dead GI) to 100 (fit as a fiddle), as well as through a mug

WE'RE LOWERING OUR STANDARDS



Sound Blaster™ is the PC sound standard, and its new low price makes it sound better than ever. Its great quality sound, multiple source sampling and text-to-speech capability makes ordinary computer games anything but kidstuff.

NOW JUST $149.



Just a few dollars more moves you up to Sound Blaster Pro Basic. With stereo sound, 7 software titles, 20 voice capacity and CD-ROM interface, it's the number one choice for multimedia. It'll even play your music CDs.

NOW JUST $229.



Sound Blaster Pro ratchets the standard up one more notch with all of the above, plus a complete MIDI kit with adaptor and sequencer and even more software. So it can handle everything from Fugues to Funk.

NOW JUST $299.

SOUND BLASTER

CREATIVE LABS, INC.

Visit your computer retailer or call us today at 1 800 998-LABS.

Circle Reader Service #56

shot at the bottom of the screen. Our Hero is a square jawed American kid (apparently raised on Wonder Bread and lug nuts) whose eyes dart side to side during the action. Besides grinning evilly when he has found a new weapon, his face changes to reflect his health; the expression ranging from a healthy, corn-fed gleam to a swollen, post-bout Stallone impression.

B.J. improves his health by gobbling up plates of sausage and kraut left lying about the place, and keeps his guns loaded with ammo clips stripped from dead bodies and storage closets. In addition, there are bits of treasure, hoarded artifacts and jewelry, that B.J. can gather for extra points. Points become extra lives for B.J. at every 20,000 point milestone. The Nazis don't leave everything out for wandering GI's to pilfer; most of the good stuff is in secret rooms accessed by hidden doors. While running around, ducking machine gun fire, B.J. can strafe along the walls hoping to find a secret panel.

The Sounds of Violence

While B.J. blasts his way to a Congressional Medal of Honor, there is always a sound track accompanying the action. Most of the time it's the classic hushed swing of spy-films, the rat-ta-tat-tat of the trap set's top hat used for the stereotypic "sneaking" scene, but it's different for each castle floor. Sometimes patriotic songs, Halls of Montezuma or Anchors Aweigh, are stylized into a melody. In one case, there's a Morse Code message that bede-beeps along to the rhythm (which someone on-line has actually decoded, finding a rather interesting message). Overall, the sound track is used to good effect in building suspense and pulling the player further into the experience.



There are six scenarios available for *Wolfenstein 3-D*. The first is the standard "escape" scenario as in the original game. The others like Operation: Eisenfause and, my favorite, Die Fuhrer Die!, have different characters, scenery, music and story, though all end in the assassination of some ultimate incarnation of evil. One special and important note here: the first scenario of *Wolfenstein 3-D* is shareware, distributed by **Apogee**, a large distributor of shareware games. For those unfamiliar with shareware policy (as I was before this article) it works like this: one is free to get a copy of *Wolfenstein 3-D* (usually through a public bulletin board), play it and decide if they like it. If one wants to keep it, **Apogee** asks that they register it — that is to say, pay for it. Otherwise, one must erase it. The extra scenarios for the game are not shareware and are only available through **Apogee**. A complete six scenario package is available for 50 bucks.

Castle Wolfenstein 3-D is, with *Ultima Underworld*, the first game technologically capable of creating a sufficient element of disbelief-suspension to emotionally immerse the player in a threatening environment, even when viewing it on a flat screen. I can't remember a game making such effective use of perspective and sound and thereby evoking such intense physiological responses from its players. I recommend gamers take a look at this one, if only for a cheap peek at part of interactive entertainment's potential for a sensory immersed virtual' future.

CGW

TRISTAN™ Pinball

New!

Available for IBM PC and Macintosh color computers.

"Best Simulation" Finalist 1991
-Software Publishers Association

"(TRISTAN) should be a big winner."
-John Sculley

"You can easily forget you are playing on a computer."
-Miami Herald

"TRISTAN puts a new tilt on old fashion pinball."
-MacWEEK

"Superbly lives up to its billing as solid state pinball."
-MACWORLD

Enjoy the Excitement of Real Pinball!

- Authentic Ball Action
- Wild Pinball Devices
- Fabulous Sound
- TILT and much more…

To Order: Contact your favorite retailer or call
(613) 967-7900.



Compatible with Windows 3.x, Sound Blaster™, Adlib Sound™, and 256 color VGA.



AMTEX™
SOFTWARE CORPORATION

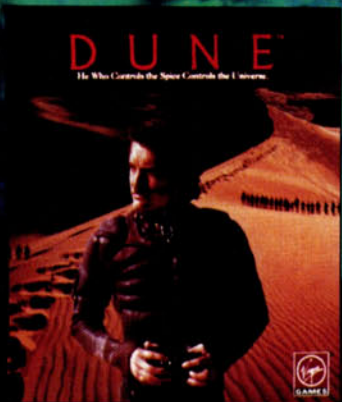
Circle Reader Service #43

Amtex Software Corporation • 206 George Street • Belleville, Ontario Canada K8N 3H4 • voice (613) 967-7900 • fax (613) 967-7902

Dune It Makes My Brown Eyes Blue

Virgin Games Adds Spice To Computer Gaming

by Maxwell Eden



TITLE:	Dune
SYSTEM:	IBM 640K, hard disk, VGA required. (Note: No IBM speaker support)
PROTECTION:	Document lookup
PRICE:	$49.95
DEVELOPER:	Cyro Interactive Entertainment
DISTRIBUTOR:	Virgin Game Irvine, CA

One of the most grand, perceptive, and intelligent achievements of the written word, the novel *Dune* by Frank Herbert, spins a fantastic web of treachery, romance, greed and ecological ideology — a poetic saga shrouded in mysticism and prophecy that ultimately converges on the desert world Arrakis, also known as Dune.

What's so special about a desolate, inhospitable planet where temperatures soar to 350 degrees, violent sand storms rage without warning and giant sandworms hundreds of meters in length attack without provocation? Dune is the sole source of the spice Melange, the most precious commodity in the galaxy. Spice extends life, expands consciousness and makes deep space travel possible. A physical side effect of prolonged exposure to Spice is that the eyes, including the whites, turn liquid blue.

Fans of *Dune* should not expect the game to include the intertwining details, conspiracies and plans within plans found in the book. Liberties have been taken with the original storyline and the layers of intrigue that made the novel rich in texture are now mere veneer, or completely absent. Cyro Interactive has, however, succeeded in distilling the book's complex plot into a game that involves the player in the outcome.

A tactical adventure, *Dune* unfolds in movie-like fashion with a level of character development that is satisfying. A slim manual provides basic information about the story and the main players, plus a few tips. The vibrant colors and animated graphics, which add depth and believability to the game scenario, draw heavily on the stunning sets and costumes from David Lynch's 1984 film version of *Dune*.

Space Opera Libretto

Far from utopia, the universe circa 10,191 is run as a giant feudal corporate empire controlled by the Padishah Emperor Shaddam IV and the Great Royal Houses, with the Spacing Guild and Bene Gesserit (a mystical order of mental and physical training primarily for females) as silent partners. Backed by his soldier-fanatic legions, the Sardaukar, the Emperor is the strongman of this fragile alliance based on Spice. The Guild has a monopoly on space travel; Guild navigators depend on Spice to "fold space" and travel light years without moving. Members of the Bene Gesserit sect have developed special powers, including clairvoyance and mind control.

The player is Paul Atreides, teenage son of Duke Leto and his royal concubine, Lady Jessica, a Bene Gesserit. Paul is a natural leader with superior skills in combat. He has also inherited powerful mental abilities from his mother that he does not yet fully comprehend, but will soon master in ways no one could have predicted. Paul and the entire royal Atreides household have just moved to Dune from their water-rich homeworld of Caladan, and for good reason. The Emperor has granted Duke Leto the privilege to mine Spice, a right previously held solely by the sworn enemies of House Atreides, the barbaric Harkonnens. The Harkonnens have been profiting nicely from Spice which is mined like ore by the enslaved natives of Dune, the Fremen.

What motive could the Emperor have in putting two warring Royal Houses on the most important planet in the galaxy? There's more. A messianic legend among the Fremen speaks of a prophet who will free them from bondage and lead them to paradise.

Between Arrakis And a Hard Place

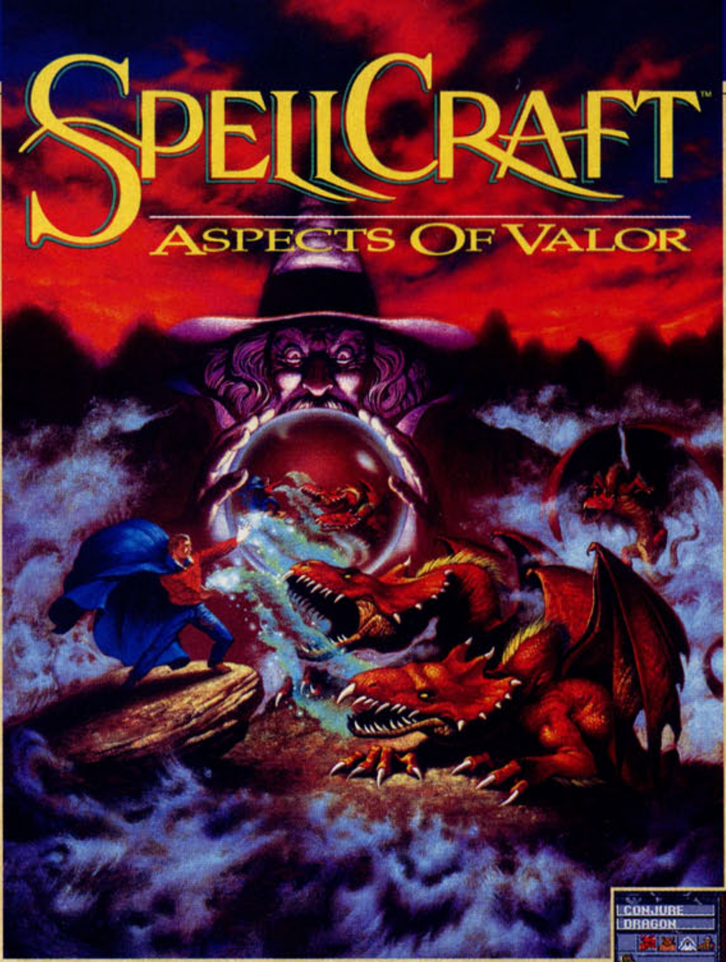
Paul's destiny and the objective of the game is to rid Dune of the Harkonnen threat and liberate the Fremen. The opening scene begins with Paul and his father, Duke Leto, inside the Atreides palace on Dune. Like any good father, the Duke can be counted on to advise his son as necessary. Paul also receives vital information from his mother, trusted lieutenants, and native compatriots he meets who are central to winning over the Fremen and defeating House Harkonnen.

Exploration is integral to the game and the supporting cast points Paul in the right direction (e.g., search the castle, scout the planet, find a particular person, etc.). Once a basic understanding of what needs to be accomplished is established, it's a race against the clock. In return for granting Duke Leto the lucrative license to mine Spice, the Emperor expects an ever-increasing percentage of Spice. Failure to meet the Emperor's demands could result in an unwelcome and tragic visit from his Sardaukar troops.

Hide and Sietch.

Before Paul can ask Fremen troops to work for him, he must first locate them. Easily recognized by their telltale all-blue eyes (from direct exposure to Spice), Fremen are not easily swayed; they are secretive and live in caves called "sietchs" that are concealed about the planet. Fremen have their own tribal ways and have adapted to life in their harsh environment.

As the game begins, the Harkonnens rule one third of the planet, while Paul, who controls one percent, is faced with zero Spice production and no Fremen troops under his command. A barometer of Paul's overall performance, which rises and falls throughout the game, is his "charisma" rating. Depending upon this rating, length of time on the planet, amount of Spice in his blood (which turns his eyes blue like the native Fremen), and his attentiveness to Jessica's advice, Paul will begin having visions of important events taking place on Dune.



Without the Word, There is No Magic.

Without the Magic, There is No World.



Start the game from the Circle of Stones, gateway to Valoria's Magical Realms and re-entry point for the Modern World of Terra.

Catapulted through a portal in time and space, you encounter a Mentor Wizard who will teach you the basics of magic. In return for this coveted knowledge, you must shoulder a grave responsibility...

Learn to craft and cast spells to save both the Modern and Magic Worlds from the tyranny and destruction of the power-mad, warring Lord Wizards.

Accept the challenge and travel the Modern World of Terra in search of helpful allies, who will provide you with the knowledge and commonplace objects required for the art of SpellCraft.



Experiment with almost 60 ingredients to create over 100 supernatural spells in your wizardly workshop.



Conjure a multitude of spectacular magic effects, from scorching fireballs and fire-breathing dragons to ominous armies of orcs.

Combine everyday items with the right Magic Words to awaken their magical Aspects. Then, test these spells in combat against Valoria's cunning Lord Wizards.

A challenge to be mastered by only the most experienced player, SpellCraft offers:

- 100+ hours of game play
- Richly detailed graphics (256-color VGA)
- Spell-binding music and sound effects that are compatible with Ad Lib, Roland, and Sound Blaster sound cards



Available for MS-DOS and compatible systems.

Circle Reader Service #44

ASCIIWARE

Most of the screen is devoted to what Paul is seeing; the bottom portion contains the icon-based Main Control Panel. Learning how to navigate through the control icons quickly becomes second nature. From the control panel, Paul can move about, tell time, the number of days on Dune (replay value is winning in less days than the previous game), and speak with characters. He can also access a scale map of Dune showing visible sietchs and little characters representing a Fremen chief and his troop's current occupation. There is a useful book icon that brings up basic information on Spice, politics, the Fremen and Paul's role on Dune. As the game progresses, additional data is recorded in the book which the player can consult for tips on strategy.

Frequent Flier

The relentless pressure of having sufficient Spice on - hand to satisfy the Emperor's cut dictates Paul's first move — get Spice production going, and fast. Initially, Paul does lots of flying around the desert in a winged helicopter resembling a dragonfly called an "Orni." He must visit the few known sietchs and persuade each Fremen chief to have his troop mine Spice. Scouting for and supplying the Fremen with equipment is essential. A harvester, for example, dramatically speeds up Spice production. Fremen chiefs will often provide Paul with tips about finding hidden sietchs which he must visit to rally more troops. Sietchs, as they're discovered, become permanently visible on the planet.

Getting Fremen to mine Spice is of no value unless a sietch has been first surveyed by a Fremen prospecting troop. Once Paul convinces the Fremen prospectors to join him, he can order them to prospect sietches and obtain progress reports. As Paul convinces Fremen chiefs to work for him, his charisma rises, which, in turn, boosts his telepathic powers, allowing him to communicate with Fremen troops across increasingly greater distances without traveling.

There is more to do in *Dune* than mine Spice, and Paul, who soon feels the mounting pressure and responsibilities of leadership, runs into difficulty at nearly every turn. In the course of events, he must enlist Fremen troops to specialize in any one of three different occupations, color-coded on maps for easy recognition: Spice (yellow), military (red), and ecology (green).

Regardless of its assigned occupation, each Fremen troop begins training as novices and, over time, improves in a given specialty. The amount of training, especially crucial in military matters, directly influences the performance of the Fremen. Depending on Paul's orders and motivational savvy, a Fremen troop may be "efficient" in Spice production and "average" in military skills, or "expert" in both; a troop can become proficient in all three occupations.

To strike a balance and maintain leverage among several unstable fronts, Paul must learn to prioritize on the fly if he's to evolve into the superior strategist and savior foreseen in Fremen prophecies. Equipping a Fremen army, initiating ecological duty and ensuring Spice



stocks don't fall below the quota are nagging factors that demand constant attention. If players don't start mobilizing an army to locate and destroy well-armed Harkonnen troops



protecting hidden forts (not visible until exposed via espionage), the enemy will begin attacking sietchs and capturing Fremen.

Despite their former captive state under the Harkonnens, Fremen will only work for Paul to the extent that they are motivated (expressed as a percentage each Fremen chief gives for his troop). If motivation drops, Spice production falls and sabotage may occur. Also, since they are prone to attacking the rhythmic vibration of the harvesters, the giant sandworms are yet another menace to Spice production, but play an additional role as the game progresses.

For Fun & Prophet

As Paul's odyssey on Dune continues and problems escalate, he faces various rites of passage that reflect on his messianic persona. Choosing correctly boosts Paul's telepathic powers, making him more formidable against the Harkonnens. Errors in judgment waste valuable time, deteriorate motivation among the Fremen, or worse yet, kill Paul.

Decisions need not be based on pure guesswork, however. For example, consulting Jessica on questions of a mystical nature is as wise as seeking advice from Paul's military instructor, Gurney Halleck, on military questions — a necessity! Although each main character in *Dune* offers guidance in his or her specific area of expertise, Paul can still get into serious trouble. Saving games (maximum of two) in progress prior to making a potentially disastrous move prevents losing hours invested in gameplay.

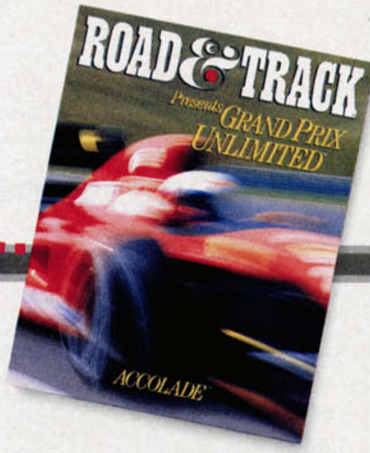
Once rallied to Paul, Fremen chiefs are loyal even if their troops' motivation is down. If a Fremen troop won't go, as ordered by Paul, in search of weapons or mining equipment, there's a reason for this uncooperative behavior based upon a pecking order of need which players must figure out. Listening carefully and deducing what the various characters are saying is a sure way of avoiding the frustration syndrome of getting stuck. Players should keep track of where they leave the main characters, especially Gurney.

Dune Buggy?

Throughout the game, Paul must follow a linear progression of scenes in order to continue along the story path. If the player doesn't interact with various characters and inadvertently skips to a track off the predefined sequence, an absurd event or two may take place, interupting an otherwise thoughtful interactive narrative. Fortunately, *Virgin* is aware of these minor snags in logic and will make good on disk replacements as necessary.

Who Dune It?

If Paul manages to play his cards right and overtakes the Harkonnen Palace in a dazzling battle sequence, a climax reminiscent of an Agatha Christie mystery pulls the story together with the main characters assembled for a revealing conclusion. *Dune* features a light and interesting challenge that almost guarantees that every player will actually get to see the denouement.CGW



Enter the Exciting Grand Prix Unlimited™ Track Design Contest

Sponsored by Road&Track® and Computer Gaming World

WIN A COMPLETE AUTO SOUND SYSTEM!



*H*ere's a fantastic chance for you Formula One race fans to win a complete auto sound system or one of 31 other great prizes* during the first ever ***Road & Track Presents Grand Prix Unlimited*** Track Design Contest.

Grand Prix Unlimited is the incredibly authentic IBM PC racing game from Accolade—the world's #1 publisher of driving simulations—so the judges from Road & Track and Computer Gaming World will be expecting your best design.

Use the Unlimited Architect™ to create a track with straightaways, curves, chicanes, tunnels, pit-stops, hills, buildings...the only limit is your own creativity.

Then test your design by racing one of the five authentic Formula One cars through pelting rain, swirling mist or blazing sun.

Hurry and send in your entry today. Your winning design could earn you a sensational auto sound system.

To order Road & Track Presents Grand Prix Unlimited, visit your favorite software retailer, or call 1-800-245-7744.

To enter, Using the Grand Prix Unlimited computer game, design a track with a start and finish, a minimum of 75 tiles and a maximum of 100 tiles. Export your design to a floppy disk and mail, along with your completed entry form, to: GRAND PRIX UNLIMITED TRACK DESIGN CONTEST, P.O. Box 1946, Cupertino, CA 95015-1946. Note: Entries will not be returned, and must be postmarked no later than November 30, 1992. Winners will be contacted by January 31, 1993. For complete official rules, send a stamped, self-addressed envelope to GPU Rules, P.O. Box 1946, Cupertino, CA 95015-1946. Grand Prize: a complete Pioneer™ auto sound system (approx. retail value $2,000):* 2nd Prize (1); a radar detector (approx. retail value $400); 3rd Prize (10); a collection of 5 great Accolade games (approx. retail value $300); 4th Prize (20); a one-year subscription to Road & Track and Computer Gaming World magazines (approx. retail value $40). Prizes are non-transferrable and subject to change depending on availability and state restrictions. Applicable taxes on prizes are the responsibility of winners.

OFFICIAL ENTRY FORM

Road & Track and Computer Gaming World present:
The Grand Prix Unlimited Track Design Contest

Name ______________________

Address ______________________

City/State/Zip ______________________

Daytime Phone ______________________

ACCOLADE™
The best in entertainment software.™

ROAD&TRACK

COMPUTER GAMING WORLD

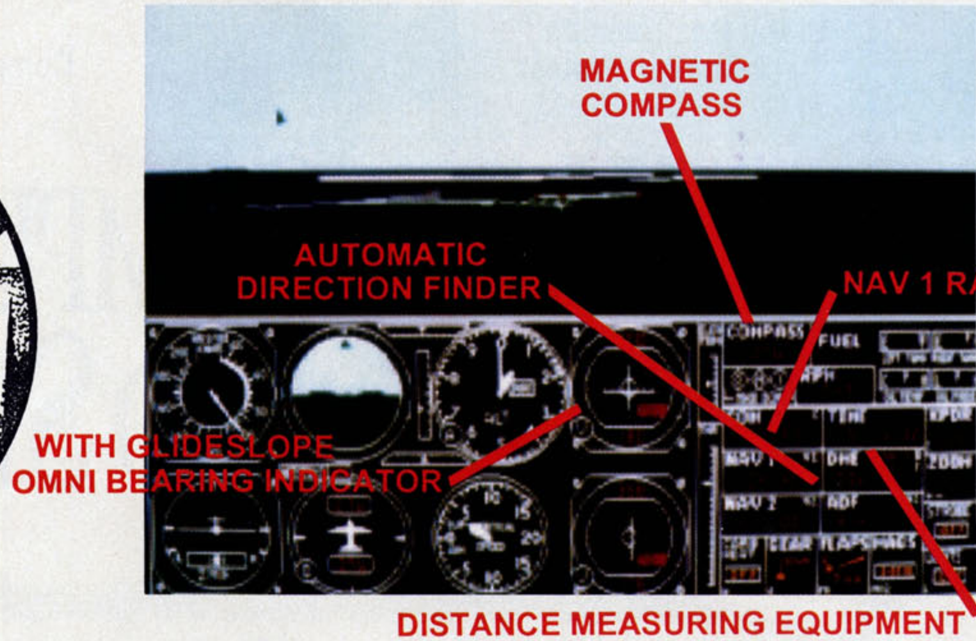
Circle Reader Service #41

From The Cockpit

Part Two: What *Are* All Those Instruments?

by Timothy L. Trimble





Part one of this feature (July 92, CGW#96) covered the use of the Artificial Horizon, Turn Coordinator, Slip Indicator, Airspeed Indicator, Directional Gyro, Altimeter and the Rate of Climb Instrument. Although this served as a good introduction to the instrument panel and may be enough to provide much enjoyment with *Flight Simulator*, there are still many more instruments that can be utilized. Most of the those in Part One can be used for VFR flight (Visual Flight Rules — flying via visual references) but would not be sufficient for IFR flight (Instrument Flight Rules — flying via instrument references).

The next instrument we'll examine is the Magnetic Compass. While everyone already knows what this instrument does it is still good to mention that it is not reliable for precise turns. After a plane becomes level, after a turn, it will take a few seconds for the compass to straighten itself out. This is exactly how it works in *Flight Simulator*.

One of the most important instruments for IFR flight is the Omni-Bearing Indicator (OBI) with Glideslope and the Nav 1 radio (just to the right of the Altimeter on the standard instrument panel). Together these two instruments provide precise information about the location of the aircraft in relation to transmitters on the ground. The ground based transmitter is called a VOR (Very high frequency Omnidirectional Range) which does an excellent job of transmitting a directional signal along magnetic headings, also called radials. The Nav 1 radio receives this signal and tells the OBI which magnetic radial the aircraft is sitting on in relation to the VOR. This also requires that the pilot adjust the OBI degrees (two digits in the little window inside the instrument) until the vertical needle is centered and the From/To is displaying "To." Once the needle is centered then the degrees will show where the aircraft is. For example, if the aircraft is directly east of the VOR then the OBI will show 90 degrees. Due south would show 180 degrees. If "From" is being displayed in the instrument then the degree reading would be the opposite, such as 90 would be 270 and 00 would be 180. Remember, too, that this is regardless of which way the aircraft is facing. The effective range of the VOR transmitter can be from 25 to 40 miles, depending on the altitude of the aircraft.

The Glideslope of the OBI comes into play when the aircraft is approaching an airport for a landing. This is called an ILS (Instrument Landing System) approach. The vertical needle shows if the aircraft is to the left or right of the approach path to the runway and the horizontal needle shows if the aircraft is too high or too low below the approach path. If the vertical needle is to the right and the horizontal needle is below the center of the instrument then the aircraft is too far left and too high above the proper approach path to the runway. Adjustment of the degree indicator is not needed for an ILS approach. This is where the Outer, Middle and Inner Marker Lights are helpful as well. These lights respond to transmitter beacons along the approach path to the runway. The Outer Marker (OM) light will light up and a beeper will go off

when the aircraft passes over the beacon. This can be anywhere from four to seven miles from the runway and designates the start of a final approach. The Middle Marker (MM) signals the point at which a missed approach (aborted landing) is started and the Inner Marker (IM) is usually placed at the threshold of the runway.

The Distance Measuring Equipment (DME - just below Time on the standard instrument panel) measures the distance (nautical miles) to the VOR that is tuned on the Nav 1 radio. With *Flight Simulator* the DME will also measure the speed of the aircraft if it is flying directly toward the VOR. With the combination of the OBI, Nav 1, DME and a good map, it is possible to determine the general position of the aircraft. However, for pinpointing the exact location of the aircraft, the second OBI and the Nav 2 radio can be used to tune in a second VOR station. For example, with the use of a map and a pencil, the pilot can draw a line from the first VOR (on the map) along the line of the OBI-indicated radial in degrees. The pilot then tunes the second VOR via the second OBI, centers the needle, and then draws a line from the second VOR (on the map) to where it meets the first line. The two lines intersect at the plane's current location. (It may sound confusing but it is actually quite easy.)

In *Flight Simulator*, the second OBI can be switched over to become an Automatic Direction Finder (ADF). The ADF uses a circular dial similar to the Directional Gyro and an arrow to point to the exact direction from which the transmitted signal is coming. The Nav 2 radio is used for tuning the frequency of the ADF. Although *Flight Simulator* uses ADF transmitters, real aircraft can tune their ADF to AM radio station antennae as well.

Although it is of little use in *Flight Simulator* (so far), the Transponder plays a very important role in pilot communications. This instrument allows a ground-based radar controller to assign a "tag" (number) to an aircraft, allowing the radar system to track the aircraft's progress. The Air Traffic Controller (ATC) will tell the pilot to "squawk ident" a four-digit code on the Transponder, sending a signal to ATC, and allowing the controller to assign the signal to a "blip" on the radar screen. Once this "blip" has been identified, the ATC will be able to track and direct the aircraft, even amidst heavy air traffic.

This discussion of the instruments in *Flight Simulator* represents a fraction of the material that is available for pilots and armchair pilots alike. Many publications and materials that are prepared for use in the "real" world of flying can be applied to the world of *Flight Simulator* — with an incredible amount of accuracy. So, perhaps, this insight into instruments will encourage gamers to attempt more than just a casual flight through the towers of the World Trade Center or a carefree buzz by the Golden Gate Bridge. Now, it's time to see what can be accomplished with the instruments.

Once again, this is Timothy Trimble, "From the Cockpit'" squawking an ident of 1224 for an ILS approach to SFO, saying so long till next time. CGW



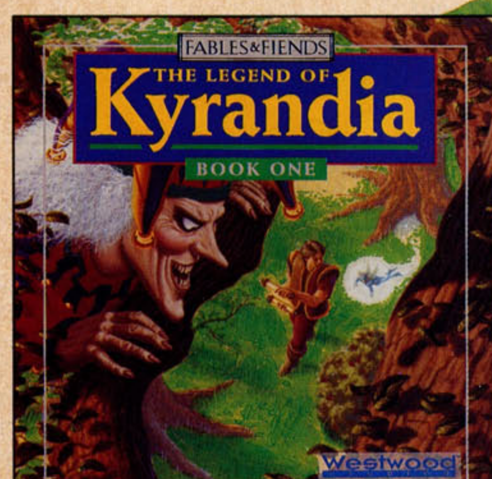




Gorgeous scenes and realistic animation draw you into this fantasy adventure. Elegant point-and-click control makes it easy to play. The fully orchestrated soundtrack will captivate you.







Over There

A Time to Fly

by Paul Rigby



Harrier is the latest flight simulation under development by **MicroProse UK**. Martin Moth and Leo Fouhy, who are working on *Harrier*, offered their thoughts on the project. "We've had a lot of help from RAF Wittering 233OCU. We had the Station Commander say that 'if they're going to do a flight sim they might as well do it properly'," said Martin.

MicroProse is very proud of the new graphic engine they have developed for *Harrier*. "It is a fractal based landscape, a bit similar to *Midwinter 2,* but it will be gourad shaded so that it will be very smooth," explained Martin. Gourad shading actually takes the individual polygons and smooths them out. In addition, the join cannot be seen, resulting in an, apparently, seamless landscape. "You will fly *down* valleys rather than over them," explained Martin. "*Falcon 3*'s landscape started it with its fractal landscape but it was only a tiny portion of the whole game world. Beforehand [ie: before *Falcon 3.0*] you only saw flat land with triangles and pyramids bolted on. We have taken it further so that you can, literally, scan a map into the computer and the computer will work out spot heights and so on."

The missions will include the standard primary/secondary target situation, where the player is told where to go, to shoot up the target and return to base. However, there will also be a full campaign system. Here one will be able to run a campaign and take total control. This will involve flying out on reconnaissance missions returning and deciding to destroy specific targets. The exciting aspect of supplies is that it is possible, whilst blowing up installations, destroy a bridge, for example, that just happens to be on the player's supply route. No supplies would be received until after the bridge is repaired!

The basic fighting area is Hong Kong, fighting against the Chinese, "Which is something, generally, that no one else has done," said Leo. "You'll see all sorts of different weaponry that may not have appeared before in games because the Chinese have a lot of old stuff as well as the new. However, we're making a few assumptions. For example, that they've got hold of some good Russian equipment such as MiG-29s.The sub-types simulated will include the AV8B/GR5 and the GR7 night attack version.

Release is due sometime around Christmas on the IBM with Amiga to follow in early '93.

An interesting release is due out from **Impressions** in September. Called *Caesar,* this game is all about construction, ruling, defending and pacifying. The player stars as an ambitious Roman official bound to become the Emperor. In order to rise through the ranks and become Emperor, players must prove their worth. They will be judged by various criteria: how peaceful things are, how well-off the citizens are, how cultured they are and how, if at all, the players have extended the glory of the Roman Empire. When players have excelled at these they will be promoted to a more prestigious place, where the cycle is repeated, and so on.

Foreign Correspondence

Features include re-designing the city, building from scratch (forums, temples, etc), constructing walls, roads and so on outside the city. Combat is included. However, if players also owns *Cohort,* they can boot that up and play the combat sequences in full tactical splendor. Similar, in theory at least, to the *Interlocking Game System* between *Rules of Engagement* and *Breach*.

Ragnarok was a time, described in Norse mythology, when the gods assembled and took part in an apocalyptic battle which sounded the end of the world and the beginning of a new one. It is also the name of **Imagitec Design**'s new strategy game based upon the ancient game of *King's Table*, played by the Norse peoples for many generations. The background plot to the game sees Odin, in disguise, carry a *King's Table* and a batch of special pieces that represent the figures that will take part in the battle from place to place. Odin is fated to die, but he is determined to cheat death. His solution relies on finding the right strategy to defeat his future foes. How better to test his strategies than by playing against that fickle and unpredictable beast — man.

In the game the player takes the role of Odin and plays his version of King's Table against various villagers (who have their own personalities and style of play). The game itself is a sort of chess, tactical-type game but played on a board 11x11 square with six different types of square. Once one villager is defeated, Odin's sum of tactical knowledge increases enough to move onto a tougher opponent. Apparently, the ultimate opponent will be Loki himself — the toughest cookie in the game. Once he has been defeated Odin will have found his successful battle strategy. All of the well-known (and some not so well-known) legendary characters will be included.

When two pieces meet the game will show an animation vaguely reminiscent of *Battle Chess*. There will be major differences, though. The animation will not slow the game-play down, as it takes place in a secondary animation window and, reportedly, the player will never become bored by this sequence. Possibly because the animation will be varied. The speed of the game is reportedly high as is the quality of the AI. Release on the IBM and Amiga, probably on the **Mirage** label, should be around a month away.

Anyone who would like to contact me, can do so on **CompuServe** (75300,1503) or by mail to 20 Malvern Road, Liverpool, England, L6 6BW [please include three 'international reply coupons' for a reply].

Note: The above games, and any of the other games mentioned in "Over There" in past issues, can be obtained from:

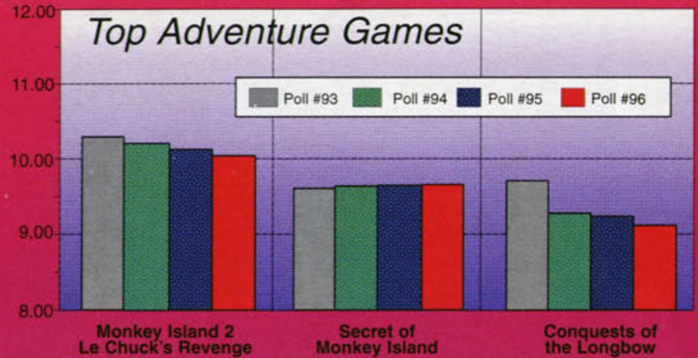
Computer Adventure World, 318 Kensington, Liverpool, England, L7 0EY. Tel: 01144-51-263-6306

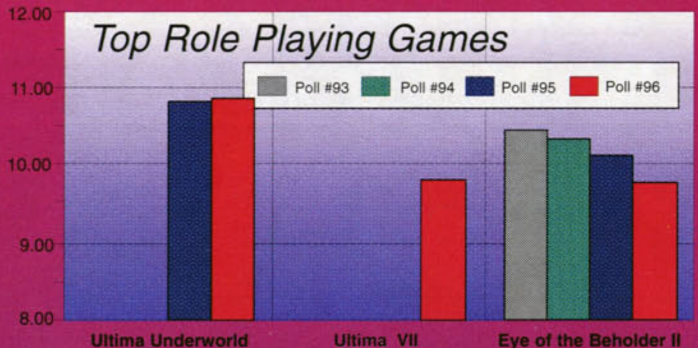
Premier Mail Order, Trybridge Ltd., 8 Buckwins sq., Burnt Mills, Basildon, Essex, England, SS13 1BJ.

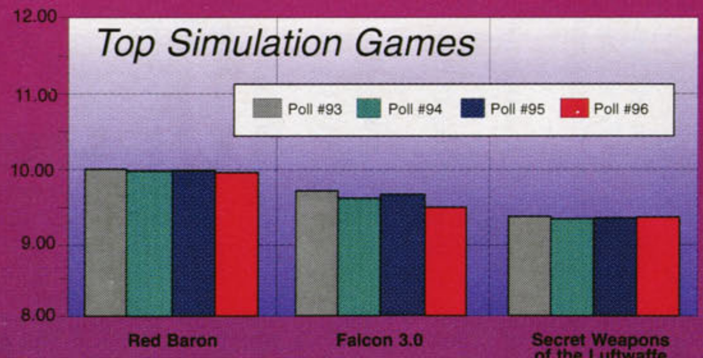
Tel: 01144-268-590-766 Fax: 01144-268-590-076

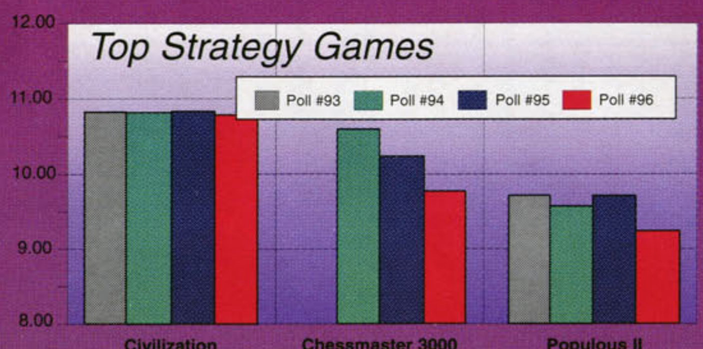
Software City, Unit 4, BDC, 21 Temple Street, Wolverhampton, WV2 4AN. Tel: 01144 902 25304. 24-hour credit card hotline: 01144 902 25304.

All of the above telephone numbers assume one can dial direct. If anyone has any trouble contact the international operator. CGW



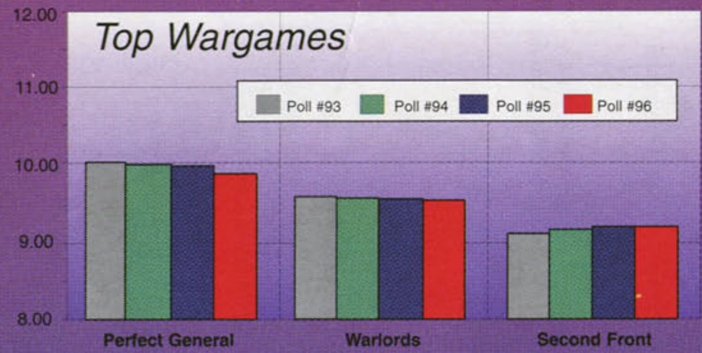


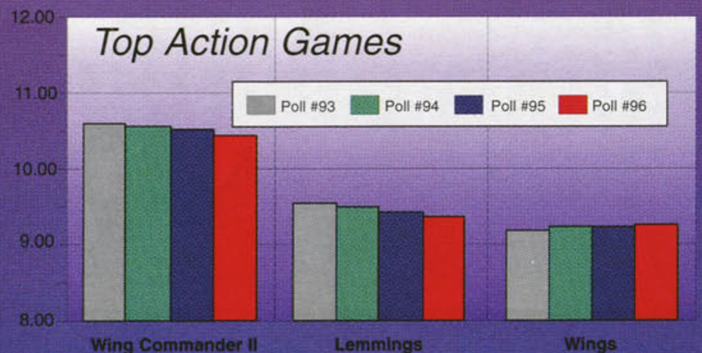


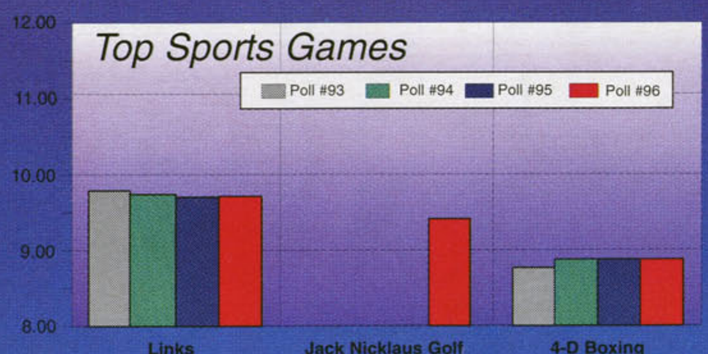


Top 100 Games

No.	Name	Source	Category	Rating
1	Ultima Underworld	Origin	RP	10.86
2	Civilization	MicroProse	ST	10.79
3	Wing Commander II	Origin	AC	10.45
4	Monkey Island 2: Le Chuck's Revenge	Lucas Arts	AD	10.06
5	Red B Dynamix	SI		9.95
6	The Perfect General	QQP	WG	9.89
7	Ultima VII	Origin	RP	9.76
8	Eye of the Beholder II	SSI	RP	9.74
	Chessmaster 3000	Software Toolworks	ST	9.74
10	Links	Access	SP	9.70
11	The Secret of Monkey Island	Lucas Arts	AD	9.67
12	Might & Magic III	New World Computing	RP	9.56
13	Warlords	SSG	WG,ST	9.55
14	Falcon 3.0	Spectrum HoloByte	SI	9.51
15	Jack Nicklaus Signature Golf	Accolade	SP	9.46
16	Lemmings	Psygnosis	AC	9.40
17	Secret Weapons of the Luftwaffe	Lucas Arts	SI	9.38
18	Populous II	Electronic Arts	ST	9.26
19	Wings	Cinemaware	AC	9.24
20	Second Front	SSI	WG	9.19
21	Eye of the Beholder	SSI	RP	9.16
22	Conquests of the Longbow	Sierra	AD	9.13
	Out of this World	Interplay	AC	9.13
24	Gunship 2000	MicroProse	SI	9.12
25	Quest for Glory II	Sierra	AD,RP	9.11
	The Castle of Dr. Brain	Sierra	AD	9.11
27	Silent Service II	MicroProse	SI	9.08
28	No Greater Glory	SSI	WG	9.07
29	Chuck Yeager's Air Combat	Electronic Arts	SI	9.06
30	Bane of the Cosmic Forge	Sir-Tech	RP	9.05
	Battlehawks 1942	Lucas Arts	AC,SI	9.05
32	Red Storm Rising	MicroProse	SI	9.04
33	The Lost Admiral	QQP	ST	9.02
34	Ultima V	Origin	RP	9.00
	Quest for Glory	Sierra	RP	9.00
36	Space Quest IV	Sierra	AD	8.98
	Western Front	SSI	WG	8.98
38	Space Quest III	Sierra	AD	8.97
	Police Quest 3	Sierra	AD	8.97
40	The Adventures of Willy Beamish	Dynamix	AD	8.96
41	Mech Warrior	Activision	ST,SI	8.95
	Wasteland	Electronic Arts	RP	8.95
	Super Tetris	Spectrum HoloByte	AC,ST	8.95
44	Sword of Aragon	SSI	WG,ST	8.94
	Pools of Darkness	SSI	RP	8.94
	Oh, No! More Lemmings	Psygnosis	AC	8.94
47	Overrun	SSI	WG	8.93
	F-117A	MicroProse	SI	8.93
49	Falcon	Spectrum HoloByte	SI	8.90
50	Jack Nicklaus Unlimited Golf	Accolade	ST	8.89







	Rise of the Dragon	Dynamix/Sierra	AD	8.89
	Martian Memorandum	Access	AD	8.89
53	NFL Challenge	XOR Corporation	ST	8.87
	4-D Boxing	Electronic Arts	SP	8.87
55	Romance of the 3 Kingdoms	Koei	ST,RP	8.86
56	Indianapolis 500	Electronic Arts	SP	8.85
57	Populous	Electronic Arts	ST	8.84
58	Elvira	Accolade	RP	8.82
59	Command HQ	MicroPlay	WG,ST	8.81
	Might & Magic II	New World	RP	8.81
	Rules of Engagement	Mindcraft	ST	8.81
	Tracon	Wesson International	ST	8.81
	V for Victory: Utah Beach	Three-Sixty Pacific	WG	8.81
64	The Magic Candle	Mindcraft	RP	8.80
65	Gateway to the Savage Frontier	SSI	RP	8.79
66	Hoyle Book of Games, Vol. 3	Sierra	ST	8.78
67	Bard's Tale III	Electronic Arts	RP	8.77
68	Heart of China	Dynamix	AD	8.75
69	Powermonger	Electronic Arts	ST	8.74
70	Covert Action	MicroProse	AC,AD	8.73
71	Battles of Napoleon	SSI	WG	8.72
	Battlechess	Interplay	ST	8.72
73	Breach 2	Omnitrend	ST,RP	8.71
	Starflight II	Electronic Arts	RP	8.71
75	Neuromancer	Interplay	AD	8.70
	PGA Tour Golf	Electronic Arts	SP	8.70
77	F-15 Strike Eagle II	MicroProse	SI	8.69
78	Action Stations	RAW Entertainment	WG	8.68
79	Typhoon of Steel	SSI	WG	8.67
	Curse of the Azure Bonds	SSI	RP	8.67
81	NFL Pro League Football	Micro Sports	SP	8.66
82	Indiana Jones/Graphic Adv.	Lucas Arts	AD	8.65
	Ballistyx	Psygnosis	AC	8.65
	Conflict: Korea	SSI	WG	8.65
85	Armada 2525	Interstel	ST	8.63
86	Wayne Gretzky Hockey	Bethesda	AC,ST	8.62
	Megafortress	Three-Sixty	SI,ST	8.62
88	Pool of Radiance	SSI	RP	8.61
	Star Trek: 25th Aniversary	Interplay	AD	8.61
90	Tony LaRussa's Ultimate Baseball	SSI	SP	8.60
91	King's Quest IV	Sierra	AD	8.59
	Wide World of Sports Boxing	Data East	SP	8.59
93	Buck Rogers	SSI	RP	8.57
94	Chessmaster 2100	Software Toolworks	ST	8.56
	Conan the Cimmerian	Virgin	AC,RP	8.56
96	Genghis Khan	Koei	ST,RP	8.54
97	Future Wars	Interplay	AD	8.53
98	Wayne Gretzky Hockey II	Bethesda Softworks	SP	8.52
99	Panzer Strike	SSI	WG	8.51
100	Sword of the Samurai	MicroProse	ST,RP	8.51

The Computer Gaming World Poll

A monthly survey of the readers of Computer Gaming World Magazine.

Prepared by Golden Data Services.

Bestseller List

PC Research Hit Lists of Top-Selling Software May, 1992

PC Games (MS-DOS)

Rank	Title and Source
1.	Hardball III (Accolade)
2.	Links--Troon North (Access)
3.	Ultima VII (Origin)
4.	Aces of the Pacific (Sierra On-Line)
5.	Civilization (MicroProse)
6.	Sim City (Maxis)
7.	Star Trek 25th Anniversary (Interplay)
8.	Risk (Mastertronic)
9.	Secret Weapons of the Luftwaffe (Lucsasfilm Games)
10.	F117A Stealth Fighter 2.0 (MicroProse)
11.	Carrier Strike (SSI)
12.	Lost Treasures of Infocom (Activision)
13.	Gunship 2000 (MicroProse)
14.	Falcon 3.0 (Spectrum HoloByte)
15.	A-Train (Maxis)
16.	Global Conquest (Medalist)
17.	Ultima: The Underworld (Origin)
18.	Sim Ant (Maxis)
19.	Flight Simulator 4.0 (Microsoft)
20.	Police Quest III (Sierra On-Line)

Amiga Games

Rank	Title and Source
1.	Out of this World (Interplay)
2.	WolfPack (Broderbund)
3.	688 Attack Sub (Electronic Arts)
4.	Eye of the Beholder II (SSI)
5.	Eye of the Beholder I (SSI)

Macintosh Games

Rank	Title and Source
1.	Manhunter San Francisco (Sierra On-Line)
2.	Lost Treasures of Infocom (Activision)
3.	Flight Simulator (Microsoft)
4.	Sim City (Maxis)
5.	Spectre (Velocity)

Home Education (MS-DOS)

Rank	Title
1.	Where in the World is Carmen Sandiego (Broderbund)
2.	Mavis Beacon Teaches Typing (Software Toolworks)
3.	Where in the U.S.A. is Carmen Sandiego (Broderbund)
4.	New Math Blaster Plus (Davidson)
5.	Playroom (Broderbund)
6.	Reader Rabbit 1 (Learning Company)
7.	Oregon Trail (MECC)
8.	Reader Rabbit 2 (Learning Company)
9.	Treasure Mountain (Learning Company)
10.	Where in Time is Carmen Sandiego (Broderbund)

This list is based on units solf by Software Etc., Babbages, Waldensoftware and Electronics Boutique. For more information, please contact PC Research at (703) 435-1025.

What You Have Been Playing Lately ...

The Feedback Forumrum of Reader Respses

Beginning in issue #93 we added a new question to our CGW Poll cards. Along with the list of games to be rated (which is the basis for the Top 100 Chart and serves as a lasting indication of which games are quality works and which are not) we also wanted to know which games have grabbed you, which are hot, which keep you up into the wee hours, which have become the foundation of your spouses divorce filing. The following list was composed by adding up the number of times a game was written into the blank line provided on the CGW Poll card and putting them into rank. Since the data for this column will not be accumulated over time, this list will be more dynamic and will serve as a good indication of just which games have been responsible for the greatest loss in GHP (gross human productivity).

Feedback from CGW #96, July 1992:

1. Civilization (Microprose)
2. Ultima 7 (Origin)
3. Aces of the Pacific (Dynamix)
4. Ultima Underworld (Origin)
5. Solitaire's Journey (QQP)
6. Red Baron (Dynamix)
7. The Perfect General (QQP)
8. Carrier Strike (SSI)
9. Falcon 3.0 (Spectrum Holobyte)
10. Wing Commander II (Origin)

Interesting responses of the month:

"Yes."
Wolf Enstein [sic]
Indy (the simulation) [?]
Mech Force by Ralph Reed
Ultima Underworld Demo

Quotes of note:

"Heck of a game, this *Solitaire's Journey*. Can't stop playing."
- Sue Collins. Washinton, D.C.

"*Solitaire's Journey* has to be the easiest and most addictive game I have ever experienced. The Quests are my favorite."
- Fred Myers. Lockland, MD

"*Star Trek* would benefit from a "Arcade Toggle" similar to. *Conquest of the Longbow*. The individual edisodes are excellent, but the ship-to-ship combat is frustrating."
- David Winfrey. Statesboro, GA

"I want my bag! (guy)"
- Illegible

"Is there an antidote for *Civilization*?"
Anonymous

"I was sad to see that you have underated SWOTL, which is, if you get to play it seriously, a great game. It is unfortunate that a magazine of your saline can make such a mistake." [The CGW Poll ratings reflect the opinion of the readership. Not the editorial staff. -Ed.]
Nick Antoine, Washington D.C

"I can't say enough good things about Microprose's *Railroad Tycoon* and *Civilization*! How can we get Interplay to make mission disks for *Star Trek?* [Call 'em. -Ed.]

Doug Branch, Moses Lake, WA

Advertisers List

Hall of Fame

Computer Gaming World's Hall of Fame

The games in *Computer Gaming World's Hall of Fame* have been highly rated by our readers over time. They have been rated for their impact on the computer gaming hobby during their peak period of influence and acceptance by our readership. Note that the dates listed for each game are the copyright dates and may precede the actual release dates. Specific formats listed are those which *CGW* has in its possession. Each month, we will publish a brief description of some of these classic games as part of this listing.

The Bard's Tale **(Electronic Arts,** *1985),* *Many Formats*

Chessmaster **(Software Toolworks,** *1986) Many Formats*

Dungeon Master **(FTL Software,** *1987) Amiga, Atari ST, IBM*

Earl Weaver Baseball **(Electronic Arts, 1986) Amiga, IBM, Macintosh**

Empire **(Interstel, 1978) Amiga, Atari ST, Commodore 64, IBM**

F-19 Stealth Fighter **(MicroProse, 1988) IBM**

Gettysburg: The Turning Point **(Strategic Simulations, Inc., 1986) Amiga, Apple, C-64, IBM**

Gunship **(MicroProse, 1989) Amiga, C-64, IBM**

Gunship was an innovative product in that it offered a playable helicopter simulation combined with action-oriented realism. Though its debut was on the 8-bit Commodore 64, its polygon-filled graphics were fast enough and the controls (handled easily with the keyboard overlay) were realistic enough to satisfy military simulation buffs. *Gunship* was not the first helicopter simulation, but it was the first mission-oriented combat helicopter simulation, the first helicopter simulation to allow characters to have continuity from mission to mission and spawned an entire generation of imitators.

Harpoon **(Three-Sixty Pacific, 1989) Amiga, IBM, Macintosh**

Harpoon is based on modern naval miniatures rules by Larry Bond, a retired naval officer and sometimes, NATO naval wargames referee. The game quickly became a standard because of its vast and easily accessed database of modern naval intelligence, its unique user-determined staff assistant feature (which can be relegated to simple bookkeeping or participate in the game as an advisor) and continuing level of customer support (in terms of early bug fixes, later battleset additions and scenario editor). The game offered a new look and feel, as well as proving that wargames could still sell.

Kampfgruppe **(Strategic Simulations, Inc., 1985) Many formats.**

Kampfgruppe was the tactical wargamer's dream when it was released in 1985. It allowed gamers to engage in tactical level armored conflict *a la* the boardgame *PanzerBlitz* without having to perform all the bookkeeping. It was visually superior to **Avalon Hill**'s *Tanktics* (essentially a computer-moderated boardgame which preceded *Kampfgruppe* by almost five years), did not have the distracting real-time mode of **SSI**'s earlier *Combat Leader*, had a better interface than **Avalon Hill**'s *TAC* (Tactical Armored Combat) and featured a built-in mechanism for designing one's own scenarios. The Amiga conversion still has some of the more awesome sound effects ever heard in a computer wargame. The only denigrating comment among armor aficionados was that the design allowed players to stack too much armor on too little frontage. This minor disappointment was to be repaired in its sequel, *Mech Brigade*.

King's Quest V **(Sierra, 1990) IBM**

King's Quest V was an amazing addition to the best-selling adventure game series of all time. It featured the unveiling of Sierra's new scanning technology with its capacity for stunning background scenes that finally looked more painted than programmed. Further, although many players were disappointed with the parserless interface and the simpler puzzles it provided, *King's Quest V* was an important landmark in a series that has defined a genre. Indeed, it points toward the evolution of the future of adventure games on the computer.

M-1 Tank Platoon **(MicroProse, 1989) Amiga, IBM**

The first simulation to realistically depict armored warfare as platoon-oriented (both **Accolade**'s *Steel Thunder* and **Electronic Arts**' *M-1 Abrams Battletank* treated the vehicles as operating independently), *M-1 Tank Platoon* emphasized leadership, platoon integrity, terrain effects and air support into a viable and entertaining simulation. M-1 Tank Platoon not only set the standard for armored vehicle simulations, but pointed the way toward an update of their classic *Gunship* that would emphasize platoon integrity, as well.

Mech Brigade **(Strategic Simulations, Inc., 1985) Many formats**

Mech Brigade built on the lessons learned in publishing the World War II tactical armored combat game, *Kampfgruppe*, and even corrected the most oft-cited problem in its predecessor, the stacking problem mentioned earlier. *Mech Brigade* featured modern armored warfare, but never quite gained the popularity of its predecessor. Since *CGW*'s readers consistently rated *Mech Brigade* highly (though not as highly as *Kampfgruppe*) and it had improved the system beyond Kampfgruppe's original level, *CGW* made it one of the original inductees into the Hall of Fame.

Might & Magic **(New World Computing, 1986) Apple, C-64, IBM**

M.U.L.E. **(Electronic Arts, 1983) Atari 8-bit, C-64**

Pirates **(MicroProse, 1987) Many formats**

Railroad Tycoon **(MicroProse, 1990) Amiga, IBM, Macintosh**

SimCity **(Maxis, 1987) Many formats**

Starflight **(Electronic Arts, 1986) Amiga, C-64, IBM, Sega**

Their Finest Hour **(Lucasfilm, 1989) Amiga, Atari ST, IBM**

Ultima III **(Origin, 1983) Apple, Atari ST, C-64, IBM**

Ultima IV **(Origin, 1985) Amiga, Apple, Atari ST, IBM**

Ultima VI **(Origin, 1990) Amiga, IBM**

War in Russia **(Strategic Simulations, Inc., 1984) Apple**

Wing Commander **(Origin, 1991) IBM, Sega**

Wizardry **(Sir-Tech Software, 1981) Many formats** CGW

Fasten Your Safety Belts

The Captain has Turned On The



Sneak Previews are not designed to be reviews. They are feature articles based on "works in progress" that CGW"s editors have deemed worthy of early coverage. These articles are not intended to provide the final word on a product, since we expect to publish appropriate review coverage when the game is completely finished.

DC-3 Illustration from a limited edition print by Joe Milich. Used by permission of the artist. For ordering information, please call 1-800-443-3665.

If one recalls the beginning of the classic film *Casablanca* and the segues in every *Indiana Jones* movie, it is easy to envision a map upon which lines are drawn from one point to the next symbolizing the character's travel routes. At the end of *Casablanca*, of course, is the famous airport scene with a DC-3 Dakota playing its part in the lives of characters the world has come to love. I mention this only because after spending some time with **Impressions'** *Air Bucks*, I could hear Humphrey Bogart's voice saying, "Alan, this is the beginning of a beautiful friendship." As *La Marseilles* played in my head, that fateful airplane took off.

Today Templehoff, Tomorrow The World!

Many wags at the *CGW* office have called *Air Bucks* "*Railroad Tycoon* with wings" ("Runway Tycoon?"). Frankly, they are not far from the truth. The preview copy we received promised and, more importantly, delivered a *lot* of game. *Air Bucks* (or is it "*Air Buck$*?") is an airline empire-building game that is most easily compared to *Sid Meier's Railroad Tycoon*. In both games, players must build transportation routes between cities, generate income and triumph over three competitors. The good news for those who were frustrated with always playing against the computer opponents in the latter is that *Air Bucks* allows up to four human opponents to play (although it is pretty awkward in its present implementation). In *Air Bucks*, as in *Railroad Tycoon*, players start with little more than money and a "world to conquer" (er, develop). In these important regards. One can see the flying locomotive at the end of *Back to the Future, Part III* and smile knowing that such is the stuff games are made of.

Air Bucks puts the player in the role of a transportation mogul in the post World War II era. In a manner of which even Howard Hughes would be proud, players begin each game with a single DC-3 (Dakota) and landing rights in Florida. Armed with $100,000, play takes wing as new basing rights are secured, planes are purchased and an economic empire is forged through the perils of global politics and vicious, cutthroat competition.

From Props to Jets to SSTs

While the DC-3 begins the game as the queen of the skies, the DC-6 quickly becomes available, as do 40 years of other aircraft over the course of the game. Like the Grasshopper to 4-2-0 Norris upgrade in *Railroad Tycoon*, each new vehicle is anxiously awaited in hopes of providing better, faster and cheaper service. The advent of jets and supersonic airplanes has a "revolutionary" effect on the marketplace as well. *Air Bucks* is definitely a game where it pays to keep an efficient fleet running and even older airplanes will continue to see service for many years as they move from "main" routes to secondary "short hops."

As in *RRT*, the strategy of selecting the right cities to service is *crucial*. The economic model presented in *Air Bucks* centers on cities which are categorized by three sizes: small, medium and large. Many "small" locations, however, exist in strategic locations such as Guam and the Azores. These are useful for providing "hops" for planes which do not have long, transoceanic ranges.

Each city will sell the landing rights to its one and only local airport to up to two players in the game, so it is imperative that you do not get "squeezed out" by the competition from the larger ones. Even if this should happen, there is still plenty of good to be made on "short hops" between smaller cities if you have a monopoly there (and your prices aren't so outrageous that people refuse to use your service — but you sure can gouge them a bit). Fortunately, the world is not always a predictable place.

Booms, Busts and The Old Shell (Oil) Game

While the locations of cities never change on the global map, their size can be scrambled before play begins. This keeps the replay value up, assisted by the many random events that occur during play. Newspapers will deliver historical headlines that might effect business, but the *most* crucial variable is the price of oil. The cost of fuel *is* the cost of doing business to an airline (well, that's an exaggera-

AIR BUCKS Sign

by Alan Emrich

tion, but not by much). Profits are tied (sometimes, as in real life, all too closely) to the price of petroleum. Airlines must become very competitive when fighting for shrinking consumer dollars through



narrower profit margins. The competition is downright vicious; no, it's *beyond* vicious. It made me stop and think about what the suicide rate must be for airline presidents. Yikes!

Like RRT, Air Bucks *is played in real time with a "cash register" ringing up the player's balance moment-by-moment. It will go up and down in the twinkling of an eye as tickets are sold and overhead costs are paid out with each "tick" representing a day of real time. Finances work largely on a straight cash flow basis, but loans can be garnered and stock issued (however, players should only consider these options in times of dire need).* *By popular demand (*Air Bucks has already had a "European version" released and received a good deal of feedback from it, the changes for which will be implemented in their "U.S. version"), players will be allowed to buy and sell stock in their competitor's business, just like in *Railroad Tycoon.*

"Control freaks" (players who love to manipulate the minutiae of games, even if it is far below the level of management which they are simulating in the game) will love *Air Bucks*. Planes can be individually custom fitted with tailored seat and cargo designs. Thus, players can add or subtract First and Coach Class seating or cargo space, mixing and matching these three elements at will (for a minor cost in time and money, of course). Fares are strictly player-defined and set by each specific leg of an airline's route (there can be up to eight stops per route, so the fare rates can become quite detailed). Airplane maintenance level and fleet "customer service" levels for passengers can also be adjusted to suit.

The Joyous Stress of Being an Air Traffic Controller

As if managing your company's purchases and policies were not enough, planning your airline routes, both in securing the choicest basing rights and getting the right planes to fly between cities at the right fares, is the real core of Air Bucks. Players will become deeply immersed in the details. Knowing when to add another plane to an existing route, when to lower fares (or try to get away with raising them), determining the value of fast non-stops over long distances versus slow, short hop routes and so forth are all problems that must be solved at the player's desk. The planners and schedulers out there are going to find themselves in an avionic dreamscape while the "roll-the-dice-and-move-your-mice" style of gamer will be reaching for the airsick bag, dizzy from the mental overload.

Not Just Solitaire, Either!

Air Buck$ must be played by four players, but any or all may be computer or human players, giving the game a multi-player flexibility that *Railroad Tycoon* lacks. In the copy examined, multiple human player games were only possible at one computer, but the publishers are considering adding modem play for the U.S. edition of the game. As an enthusiastic multi-player modem gamer, this is a move I greatly applaud. There is a nice feature which allows the computer and human players to take over for each other at any point in the game, too. In this way, you can tap into a competing airline and sell off the basing rights you need (heheheh) or turn your air empire over to the computer to optimize for a few minutes. (Not that *I* would ever do such a thing.)

Thanks to playing *Air Bucks* for this preview, I've become deaf to the siren call of a stack of other new, waiting games (not to mention my loved ones, the house and all of those other things that promptly get ignored when a game like *Civilization, Railroad Tycoon* or *Air Buck$* enters one's life). It's just so hard to hear the clamor of responsibilities over the revving revelry of quad airplane engines taking off to deliver happiness to far away cities. Pass the honey-roasted peanuts, please. I'm looking forward to a long flight. (Oh, look! They're showing *Casablanca.*) CGW

All the Rage in Ragnarok

Interstel's *Dusk of the Gods*

by Allen L. Greenburg



TITLE:	Dusk of the Gods
SYSTEM:	IBM
PRICE:	$69.95
PROTECTION:	Documentation Look-up
DEVELOPER:	Event Horizon Software
PUBLISHER:	Interstel, Webster, TX

Lost causes are not particularly popular in today's uncertain times. With the exception of some political struggles, as well as many arcade games imported from Europe, the idea that certain battles are meant to be fought passionately, yet without hope of victory, is largely a concept of the past. The classic "noble warrior" who enjoyed the privilege of an unavoidable and glorious death in combat was embraced by the Viking culture which flourished one thousand years ago in Europe and the North Atlantic. The mythology of these people is unique in that it describes a race of gods who live with the prescient knowledge of their own death. *Dusk of the Gods (Dusk)*, a role playing game from **Interstel**, is based on this mythology.

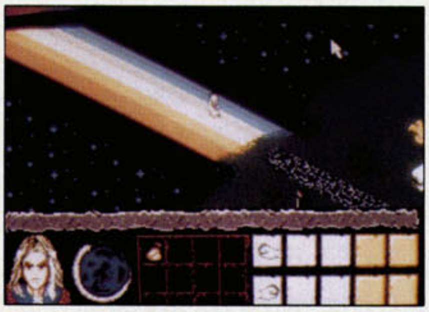
According to Norse legend the chief god, Odin, ripped his own eye from its socket in order to be granted the privilege of drinking from a well of knowledge and wisdom. Hence, he learned of Ragnarok — the destruction of his race following a war with the evil Loki and his progeny. To prepare for this battle, Odin instructed a group of warrior women, the Valkyries, to gather newly dead heroes from earth's battlefields and carry them to Valhalla — Odin's great hall in Asgard. There, the heroes found new life along with non-stop partying and an all-you-can-feast menu. This way, Odin hoped to assemble an army with which he could defeat Loki and thwart his inevitable fate. In *Dusk*, the player takes on the role of one of these fallen heroes and agrees to help Odin by accomplishing certain tasks which the chief god, largely for contractual reasons, is unable to complete himself.

Dusk's graphic screen shows an oblique view of the hero's surroundings and scrolls in all directions as the character is moved along under the guidance of the mouse, joystick or keyboard. Asgard is essentially a series of partially interconnected rooms and buildings, the contents of which become visible as the hero enters them. Inside most of the rooms are non-playing characters (NPCs) with whom the player can converse. Outside are meadows, forests and caves. In the open air are other NPCs, both friendly and hostile, some of whom must be met in combat. A character screen containing the hero's inventory, armor and health status ingeniously slides on and off the main graphic screen as it is needed.

An amazing amount of research has been invested in *Dusk*. For some reason, the game's designers seem to have felt compelled to include nearly every character and story from their studies in the final product. In a manner which recalls the boy-scout activities of King Graham, from **Sierra's** *King's Quest* series, the player will be deluged with requests for help. Becoming a sort of horn-helmeted social worker, the hero will hear from deities, giants and humans — all with personal problems. Players must learn about, and solve, such little-known conflicts as the one between the two divine factions, the Aesir and the Vanir. More popular subjects include the famous literary team, Beowulf and his dragon. There is also the matter of recovering and repairing the hammer belonging to Thor, god of thunder. The resolution of each of these problems contributes a measure of strength and stability to Odin's army against evil.

For each conversation, the player is presented with several information-windows, full of monologue from the NPC. The hero may then further quiz that character on certain key words and, as has become almost an industry standard in this genre. Some key words remain a secret until they are identified during a discussion with some other NPC elsewhere in the game. In these situations, players will frequently need to jot down messages to themselves such as "Remember to ask Hyrrokin about Skidbladnir." Spelling counts.

Combat and magic are also involved in the game. Naturally, each hero or heroine has a rating in each of these two areas. This is significant because combat is *not* merely an arcade exercise in *Dusk*. Rather, the player simply clicks on the appropriate weapon icon once the on-screen hero is properly positioned for a fight. The effectiveness with which that weapon is wielded, of course, depends on the combat rating. Magic, true to Norse legend, is based on a series of runes, each of which is associated with a different spell. Of course, the effectiveness of casting said spell is dependent on the character's magical ability. Both runes and weaponry are scattered throughout the game and the hero/heroine may gain additional powers by worshipping at a temple belonging to one of the chief gods. These powers are temporary and the player will often be forced to experiment with them in order to discover their nature.



One of the most interesting aspects of *Dusk* is its real-time character generator, although the player may elect to use one of the pre-generated characters. Since the Valkyries may not select a live warrior for Valhalla, the player is

Take a Coffee Break!



ONLY
$12.95 EACH
SUGGESTED RETAIL PRICE

The Coffee Break Series™
COMPUTER GAMES
for IBM® PC & Compatibles from Villa Crespo

1725 McGovern Street • Highland Park, IL 60035 • 708-433-0500

Look for this special display at your favorite retailer.



FUN TO PLAY by yourself or with friends.

ENTERTAINING play for minutes or hours. Addictive!

EASY TO USE play from diskette or hard disk.

GREAT GRAPHICS supports most graphics formats.

AFFORDABLE ...but high quality!

DUAL PACKED 5.25″ plus 3.5″ disks.

NOT COPY PROTECTED

MADE IN U.S.A.

Circle Reader Service #71

given about a minute during which a young hero must leave home, study, worship whichever god he or she pleases, fight wars, grow old and die. This extremely compressed life span determines which god will most favor the character during his or her afterlife, as well as the person's aptitude for fighting and spellcasting. The hero may die again while in Odin's service, but only to come back to life in Valhalla with all equipment intact.

The action takes place in several realms. Asgard is quite bland — much like an upper-class retirement community. Connecting it to Earth, otherwise known as Midgard, is the famous rainbow bridge which is guarded by the extremely sensitive Heimdal. Midgard presents far greater dangers than Asgard and features the dangers to be found in the darkened, underground caverns and dungeons of any typical CRPG.

The Norse legend not only predicts the fall of the gods, but also indicates that a new family of gods waits to take their place. In *Dusk*, Ragnarok will occur in spite of all efforts to prevent it. If the hero is successful, however, the evil forces will lose much of their strength and the original gods may yet survive. One can only wonder what these beings will do for entertainment once Ragnarok is behind them and all of their problems are solved. Although **Interstel** has found some rich material on which to base a role-playing game, most players will probably find *Dusk* to be a very disappointing experience. There is a monotonous uniformity in the way each character and his or her story are presented in the program. After interviewing even a small number of NPCs, the information soon begins to read as though it were coming from a tiresome museum guidebook. The text itself is written as though it were to be delivered by elementary school children in a class play. Likewise, the game's VGA graphics generally lack imagination and barely manage to storm new heights of adequacy.

> "One can only wonder what these beings will do for entertainment once Ragnarok is behind them and all of their problems are solved."

A major problem with *Dusk* concerns its instruction manual. Again, this book appears to be the result of some impressive research efforts. However, its many stories and pages serve the program's copy protection scheme far better than it does the player. Most of the book contains definitions and background material which may or may not be of interest. The instructions for actual game-play, however, are disorganized, confusing and in desperate need of a competent proofreader.

The gods and heroes who populate Norse mythology have generally been depicted as beings who are passionate in their various loves, conflicts and deaths. Those art forms which have most successfully drawn on this material— Richard Wagner's monumental musical drama *The Ring of the Nibelung* or **Marvel Comics'** successful reworking of the thunder god Thor into a super-hero — have certainly not ignored these aspects. *Dusk's* lack of emotion, along with its uninspired graphics, make it far less appropriate for recreation than for education. CGW

Plays Great — Less Filling

Welcome To Gaming Lite

When Scorpia finishes a dungeon romp in the shadowy caverns of her New York domicile, the high priestess of adventure and role-playing games confesses to playing one of the solitaire games in **QQP**'s *Solitaire's Journey* (previewed in *CGW* #95, p. 100) in order to get in a quick game and relax. M. Evan Brooks, one of the dominant figures in *CGW*'s flag-rank of military reviewers, uses the same tactic with the same game to remove the battle fatigue after one of his momentous campaign games. *CGW*'s publisher opts for *Pipe Dream* in the *Microsoft Entertainment Pak for Windows #2* whenever he needs a quick escape from the pressures of mahogany row. *CGW*'s editor is more apt to pick up his mouse for a fast rubber of *Omar Sharif on Bridge* or a furtive foray into **Villa Crespo**'s budget-priced and smoke-free casino in *Casino Craps*. Assistant editor and wargame guru Alan Emrich can't seem to get away from the big guns, so his favorite "quick" game is **Villa Crespo**'s *On Target*.

The truth is that even gamers who would be expected to have the most sophisticated tastes need light quick challenges that can satisfy their desire for a challenge without satiating either their schedules or their hard drives. What they need, to paraphrase the beer commercial, is something that plays great, but is less filling with regard to time and disk space. This article is designed to provide a quick overview of this style of game.

Gorillas on the Disk

With over one half million units sold the *Microsoft Entertainment Packs* (*MEP*) are the Gorillas of the Gaming Lite Jungle. You know what we mean: where does a gorilla sit? Wherever he wants to. If theories about large numbers of pirated games are true, the question is: how many copies of MEP are there? Who knows?

What we *do* know is that *Microsoft's Entertainment Packs* are the leaders in the gaming lite category. The idea behind the MEPs is to provide quick gaming experiences from within the Windows environment for the traditional **Microsoft** customer. The marketing spiel on each box clearly signifies that **Microsoft** thinks the target machine for MEPs is the office computer. "No more boring coffee breaks." "You'll never get out of the office." "Only a few minutes between meetings? Get in a quick game of Kotski." Whether played at the office or at home, MEPs provide relaxing short term diversions from whatever it is that's stressing you out, be it boss, spouse or gorilla.

The first two packs are built around an MEP version of a successful DOS based game. MEP #1 features *Tetris for Windows*. *Tetris* is an addictive game designed by Alexy Pazhitnov and Vadim Gerasimov of the USSR Academy of Sciences Computer Center in Moscow. The DOS version in the U.S. was published by **Spectrum HoloByte**. The flagship game in MEP #2 is *Pipe Dream*, the Windows version of the popular **Lucasfilm** action-strategy game. MEP #3 promotes *Fuji Golf* on the cover, but the real winner here is a Windows version of the old computer game called *Life*. The MEP version is called *LifeGenesis* and is made up of both the mathematical cell-generation simulation (of the original *Life* program) and a game based on that model.

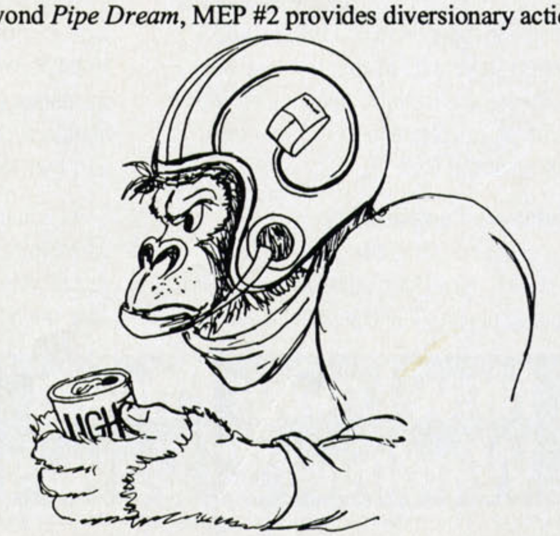
Microsoft Entertainment Pack



In addition to *Tetris*, MEP #1 contains *Taipei, Minesweeper, TicTactics*, two solitaire card games, *Pegged* and a series of screen savers. *Taipei* is a solitaire version of mah jongg; *Minesweeper* is an interesting mind puzzle game in which you try to clear minefields. It is a game of logic with just enough luck thrown in to make it either fun or maddening (depending upon your psychological make-up).

TicTactics is a 3-D version of tic-tac-toe. *Pegged*, a computer version of the old wooden-block-and-golf-tee mind game in which you try to jump "pegs" in such a way as to have only one "peg" remaining at the end.

Beyond *Pipe Dream*, MEP #2 provides diversionary action

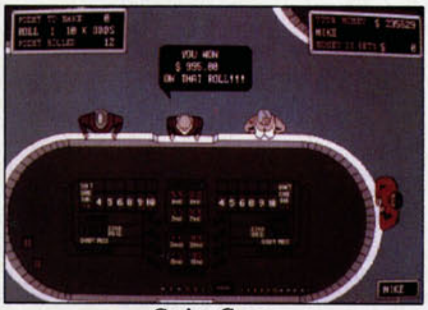


with *JigSawed*, *Rodent's Revenge*, *Stones*, *RattlerRace*, two solitaire games and more screen savers. *JigSawed* is an interesting little program that takes a bitmap (you can provide your own if you like) and scrambles it into a jigsaw that you put back together on your screen.

As mentioned above MEP #3 contains *LifeGenesis*. This is a new version of the old *Life* computer program created in 1970 by mathematician John Horton Conway. If you have never experimented with *Life* (the program) then buy MEP #3 just to get it. The program is built upon three simple rules that govern the birth, life and death of individual cells. Watching the program execute these three rules can almost be a mystical experience as you watch computer entities grow, shrink, mate (create), attack (destroy), live and die (all in abstract but very understandable forms). Beyond the program itself, *LifeGenesis* contains a game based on the three basic rules. You can play against another human or the computer. *LifeGenesis* is absolutely fascinating stuff and an important little piece of computer software history.


On Target


7 Card Stud


Casino Craps

Another interesting program is a Japanese creation, *Fuji Golf*. Although light-years behind *Microsoft Golf* (Microsoft's new golf game based on **Access**' *Links* golf game), *Fuji Golf* is an enjoyable little program that you can modify for humorous effect. *Fuji Golf* contains separate text files that contain the names of golfers and their handicaps. The game comes with a sizable list of Japanese named golfers. Use your word processor to change the names of the low handicap golfers to those of your friends. Modify the names of the high handicappers to those of your enemies. If you don't have any enemies, change the high handicappers to the names of incumbent politicians. The program will randomly select computer controlled golfers to play your round with you. Who knows, you might get Dan Quayle with a 22 handicap!

There is also a text file used by the program to pull up appropriate quotes for events in the game (such as "looks like I hit the *yakuza*, Jim"). You can have all kinds of fun changing the lines, and seeing the effects in the office during your federally mandated 10 minute break every two hours.

Unlike Magilla Gorilla, when people see the *Microsoft Entertainment Packs* in the store window, they'll "love 'em, buy 'em, they're really ideal..." if what they are looking for is "gaming lite"!

Epyx Proportions

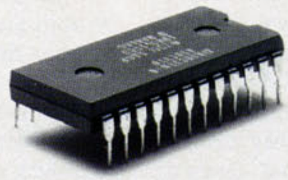
While a little harder to find, perhaps, two entries from long time publisher **Epyx** certainly fill the bill as "software lite." *Chip's Challenge* is a set of addicting, puzzle solving levels of play. Each puzzle is a *Lemmings*-like experience in logic and a quick fix for testing the accelleration speed of one's brain. Their *Getaway* package is a black & white foray into software designed specifically to kill time on a laptop computer. The six games in *Getaway* include no documentation (the installation instructions are printed on the disk's lable) and offer a slightly demented variety of old favorites. Twisted *Word Salad* anagrams, a "reverse-*Tetris*" *Cascade* game and a spatial-logic dilemma called *Stuffin' the Briefcase* were some of the more interesting of the six games included in *Getaway*. Others included *Dominoes*, a couple of solitaire card game variations and a *Totem Pole* game that bears a striking resemblence to *Mastermind*.

Sierra Plays it According to Hoyle

A trilogy of full-priced **Sierra** games offers a wide variety of lite gaming. The *Official Hoyle Book of Games* series features a sextet of family favorites in Volume One (including *Cribbage, Crazy 8s, Gin Rummy, Hearts, Klondike Solitaire* and *Old Maid*). Many of these will look very familair, indeed, to users of *The Sierra Network*, which is another excellent source for "lite" gaming (and boasts a new $12.95 per month flat fee structure). The second volume concentrates on 28 varieties of solitiare card games while the third volume offers another half-dozen family favorites, this time including *Backgammon, Pachisi, Yacht* (which is a *Yahtzee* clone), *Dominoes, Checkers* (the animated frog pieces are very cute) and *Snakes & Ladders*. This latter package offers VGA level graphics and a stereo soundtrack (which the others lack), but is priced fifteen dollars higher then the first two volumes at $49.95.

Volumes One and Three each feature multi-player games with a variety of characters from Sierra's many products to play against. Yes, even Leisure Suit Larry is there to be challenged. More conventional "human(ized?)" computer opponents can also be found aplenty and the simulated multi-player environment comes off pretty well in these packages.

Sierra's foray into "budgetware" is their $9.95 (pre-printed on the packaging as "marked down" from $14.95 — although we know of no copies released at the higher price) *Crazy Nick's Software Picks* series. Each features two or three games of varying quality with VGA / EGA graphics and full sound support. Again, coattailing onto their already commercially successful family of Sierra characters, these thin sliced packages include *Roger Wilco's Spaced Out Game Pack* (with *Ms. Astro Chicken, Monolith Burger* and *Sand Skimmer*), *Parlor Games With Laura Bow* (where it's no mystery that this package includes *Dominoes* and *Yacht*), *Robin Hood's Games*



THIS OPPONENT IS PROGRAMMED TO BE CHALLENGING.



this one wants to rip your lungs out.

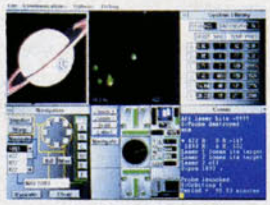
If you think you're good at games, then let's have some real fun. When you're online with GEnie® Multi-Player Games, you're playing real people, in real time. Some of the best players around the world. □ Splash a bandit in Air Warrior®, and you've just taken out eight other guys, who'll be back gunning for you. Blast a MechWarrior® in MultiPlayer BattleTech™, and who knows? Could be that jerk from the coast. Could be a mercenary who's looking for a few good friends. □ With GEnie, the possibilities are endless, the people are terrific, and even the prices are competitive. So put some new life into your joystick, and sign on. We'll see just how good you are. □ Sign up now: 1. Set your modem for half duplex (local echo) at 300, 1200 or 2400 baud. 2. Dial toll free — 1-800-638-8369. Upon connection, enter HHH 3. At the U # = prompt, enter XTX99320, Stellar then press RETURN 4. Have a major credit card or your checking account number ready. □ For more information in the U.S. or Canada, call 1-800-638-9636.



AIR WARRIOR®



MULTIPLAYER BATTLETECH™



STELLAR EMPEROR™

KESMAI corporation

GEnie®
multi-player games
100% ORGANIC OPPONENTS

Circle Reader Service #65

of Skill & Chance (with *Archery, Nine Men's Morris* and *Sticks* to make the Rennassiance fair), *King Graham's Board Game Challenge* (featuring Sierra's oft regurgitated *Checkers* and *Backgammon*) and, finally, concludes with *Leisure Suit Larry's Casino* (which is a dive featuring a *Slot Machine, Black Jack* and *"Poker"*). Gambling aficionados may want to stay clear of this latter product, for *Leisure Suit Larry's Casino* is to gambling games what Larry himself is to a desirable date for your 15-year old daughter (the *Poker* game, by the way, is really *Video Poker*).

Realizing a good market when they see one, Sierra is not quitting here, either. Produced by **Dynamix** but sold under the Sierra label with be the first two of many projected *Take a Break* series games. This full-priced ($49.95), fast-paced "baby blockbusters" are both slated for release in August and covering two of America's favorite pastimes which have *not* been overexposed as computer games. The first is entitled *Take a Break Pinball* and includes five different "machines," each based on different Sierra adventures and characters. This



7 Card Stud



Jacks & Video Poker

is slated to be a full-scale graphic tour de force from Dynamix, featuring animated backglasses, interactive animated surprises and a sophisticated soundtrack.

The second, *Take a Break Crosswords*, features over 350 different puzzles with clues provided at varying degrees of difficulty. Mercifully, for the crossword "impared," a special hint feature is included for those particularly thorny words (such as "Indigenous people's ancient nickname for the Tigris river").

The Food Groups of Gaming: Fats, Starches, Greases, Sugars, Salts and Caffeine

Perhaps the tastiest treats for budgetware buyers comes from renowned "house of gambling games," **Villa Crespo Software**. President Dan Sejzer is taking his company into drug and department stores with an entire marketing plan built around *The Coffee Break Series* of small (caffeine packed?) computer game packages. Each game in the series comes in a solid, cardboard box that is little bigger than the 5.25" floppy disk it conains. They are packaged in bright, primary colors with attractive gold lettering on the front and arranged on point-of-purchase displays with a suggested retail price of $12.95 each.

The first four games in this series are available now and include slightly pared down versions of two of thier larger products. The games are *Amarillo Slim's 7-Card Stud* (which still retains many of the player defined options from *Dealer's Choice*) and *Dr. Wong's Jacks+ Video Poker*. A new product, *Casino Craps* offers easy entry into the real gambling style of the game, while an old shareware favorite, called *On Target* in this incarnation, rounds out the first four releases. This latter product features a classic artillery duel for one or two players, each aiming their cannon at the right angle and applying the right amount of firepower behind the shot in an effort to knock out the other player's cannon. With a few new twists added, it proves as fun and addicting as ever.

A preview copy of one of their next games is getting a lot of replay from our assistant editor these days. Called *Armada*, it is a souped up version of the classic game *Battleship* where players must guess the location of the enemy's fleet before their own fleet is sunk shot-by-shot. It was impressive to see how "90s" a venerable old chestnut like *Battleship* could become. Ten more games in the series are set for release by Fall, including: *Dr. Thorp's Mini-Blackjack, Combination Lock* (a TV style quiz show), *Baseball Facts* (tons o' trivia), *Ninja Rabbits* (an action-arcade game similar to you-know-what), *Turn N Burn* (single space ship vs. waves of aliens for 1-2 players), *Wild West Games* (six rodeo games such as *Bronco Riding, Knife Throwing* and *Trick Shooting*), *3-D Pinball, Space Vegetables* (harvesting the Moon's crop to feed the overpopulated Earth), *Rescue Squad* (an action-adventure scroll-around-shooting-everything-and-die-a-lot game) and *Demon Blue* (an action-arcade game in the maze-running-monster-bashing-treasure-grabbing genre). Another five to ten games are planned for the series by year's end.



Villa Crespo Coffee Break Series

Staying Out of the Dud Bowl

One thing is certain, with so many six-packs, twelve-packs and economy sized options for "gaming lite" in the marketplace, every gamer ought to be able to find his/her favorite brew. There is a lite, but challenging game that should keep every gamer from having to interact with the "Dud Bowl" of comuter gaming disapointments. CGW

ONCE UPON A TIME
Computer gaming in days gone by

Ten years ago, Fall 1982, we were watching *Poltergeist*, *Blade Runner*, and *An Officer and A Gentleman* on the big screen. Jimmy Conners and Chris Evert Lloyd won the U.S. Open in tennis, Ray Floyd won the PGA Championship, and the St. Louis Cardinals beat the Milwaukee Brewers 4 games to 3.

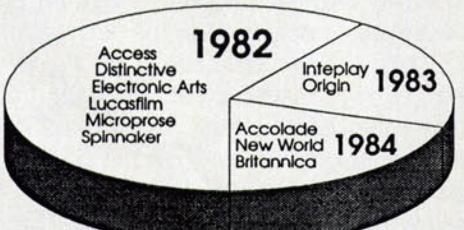
Wizardry: Proving Grounds from Sir-Tech, *Computer Baseball* from SSI, *Olympic Decathlon* from Microsoft, *Choplifter* from Broderbund, and *Southern Command* from SSI were the top five rated games by CGW readers.



In an editorial celebrating the completion of one year of publishing CGW we observed that the number of titles available in Fall 1982 was much larger than in Fall 1981. 1982 was a big growth year for computer games. We went on to say "this does not mean, however, that 1983 will see the large increase of software houses that characterized 1981-1982. Given increased competition in the computer gaming industry and the state of the economy (we were coming out of a recession), it is increasingly more difficult to start a new software house". As the chart on this page shows the number of new computer entertainment software companies started in 1983 were indeed much lower than in 1982.



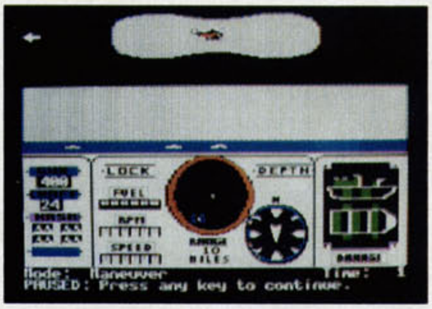
The Sept.-Oct. 1982 issue of CGW featured, among other articles, reviews of *Starblazer* (Broderbund), *Galactic Gladiators* (SSI), and *The Road to Gettysburg* (SSI). From an historical perspective perhaps the most interesting article was the designer's notes to *Starship Commander*, an Apple II game from a small company called Voyager Software. At the 1982 West Coast Computer Faire, CGW found Voyager Software's booth tucked away in a lightly trafficked area of the show. Someone told us to check them out. We were told they had really pushed the envelope of Apple II graphics with their little known game. The designer of the game and author of the CGW designer's notes article was a little known "kid" of 19 years named Gilman Louie. Gilman went on to be the President of Sphere Inc. (Spectrum Holobyte) and is best known for the *Falcon* series of computer flight simulators.



Entertainment Software Startups

In his article Gilman said "It took over six months to write Starship Commander. It was written with an eye towards detail and believability. To accomplish this, the program was broken down into several modules: each module being a program in itself. When completed the Starship Commander program was over 120K long, contained over forty major commands, hundreds of minor commands, and over thirty high resolution dynamic screens."

Five years ago, in the Aug-Sep 1987 issue of CGW, we reported on the 1987 Summer CES Show. We said "from the very beginning of the show we heard the key word **marketing** over and over again". As the computer game industry matured it turned increasingly to marketing techniques to gain market share and increase profits. The result of this was fewer titles in the years that followed, but supported by larger marketing efforts and a shorter turn around time for conversions. By Fall 1987, most entertainment software companies had adopted a three tiered pricing scheme: a high end line($40 plus), a mid-range line ($20-40), and a budget ware line (under $20).





While a number of companies boasted of their plans for growth through marketing, and delivered on those promises, hindsight provides some interesting if not downright humorous quotes from that issue. *Firebird* [the British software company] told us within the first two minutes of our appointment that they were "here to win" in '87-'88. "We are out to slay the giants" said Martin Davies. Davies is now with Origin Systems. Michael Katz of *Atari* stated unequivocally that "the big news for Atari this year is marketing". And, finally, the new president of *Activision*, Bruce Davis released a statement at the show which read "our number one objective is to attain a consistent level of profitability by building our existing strengths in the marketplace".

Some of the games reviewed in Fall 1987 (in the Aug/Sep and October issues) were *Phantasie III* (SSI), *PHM Pegasus* (Electronic Arts and Lucasfilm Games), *B-24* (SSI), *Russia: The Great War* (SSG), and sneak previews of *Ultima V* and *Wizardry IV*.

The top five rated games according to CGW readers (in the Aug/Sep 1987 issue) were *Gettysburg: The Turning Point* (SSI), *Bard's Tale II* (Electronic Arts, developed by Interplay), *Gunship* (Microprose), *Ultima IV* (Origin Systems), and *Kampfgruppe* (SSI). CGW

TOP AD WINNERS ANNOUNCED!



Every January we hold the CGW TOP AD CONTEST. You, the readers, are asked to list what you believe to be the best ads in the issue. We ask you give us your first, second, and third choices for each of two categories: full page ads, and partial page ads. The reader that comes closest to picking the actual winners will be given a check for $250 and a lifetime subscription to CGW.

This year we have a repeat winner! Well, sort of. Strategic Simulations is again the big winner in the full page category with their *Eye of the Beholder II "Bigger... Better...Meaner Than Ever"* ad. Last year SSI's *Eye of the Beholder I* ad won. Hmmmm. SSI followed nearly the exact same formula in the two ads (this year's ad had three screen shots while last year's had two).

It's obvious that you like dark ominous ads, because this years second place ad is *Accolade's Elvira II: The Earth Opened Up*. The Elvira II ad has a look and feel similar to the *Beholder II* ad: dark, evil creatures, three screen shots (much smaller screens than in the *Beholder II* ad).

Finishing third in the full page category is Lucasfilm's *Monkey Island 2: Nobody Laughs When This Pirate Plays With Dolls* ad. Here again is a skeletal image but in a somewhat less ominous ad. Humorous quips wind their way through the ad copy. For example: "We hired 256 out-of-work artists from Los Angeles and crammed them six-deep in an office until they came up with



pictures we liked"; then, there is this: "We're not perfect. But we think scanned art, scintillating soundtracks, rehashed jokes and a great story get us close -- and over budget, too."

The big winner in the fractional page category was Creative Software's *Send For The Loremaster*, a humorous half-pager in which a bounding knight gets his bottom burned by a big bad black dragon. Second place



in the fractionals went to Odyssey Software's *"Tired of Fake Looking Drawn Graphics?"*, a 1/3 page ad that crammed four digitized screen shots in the narrow confines of the ad. *Links: "So realistic you'll think you're there"* came in third with their regular half page fractional/spread. The Links ad, although finishing third, is a very interesting layout showing not only the six championship course boxes and screen shots, but also an attractive panorama of the 14th green at Firestone Country Club.

The CGW reader who came closest to picking the winners was Robert Chong of Scarborough, Ontario, Canada. Robert wins the cash, the life time subscription, and never-ending fame. Congratulations, Robert, and see you at next year's contest! CGW



THUNDER BOARD. PC GAMES LIKE YOU'VE NEVER HEARD THEM BEFORE.

Lend us your ear. And we'll stuff it with a calibre of sound that's ears ahead of the competition.

Introducing Thunder Board™ from Media Vision. No other sound card out there today can soar to such incredible heights. Or plunge to such awesome lows. And Thunder Board's dynamic filtering means dynamite sound. Higher fidelity. Bigger ka-booms. And more bang for the buck.

Our guarantee is that we put the quality where your ears are. And the money where our mouth is. In fact, we'll refund your money if you don't agree Thunder Board is the best sound board for your PC games.

In addition, with Thunder Board you get three free PC action game samplers: Nova 9™, Lemmings™, and Lexi-Cross.™ Plus, free Thunder Master™ software that lets you record and edit sound files with a Wave Form Editor.

And Thunder Board is fully compatible with all the newest PC games. Plus 100% compatible with AdLib™ and Sound Blaster™ applications–to support the largest library of games possible.



What's more, Thunder Board has breakthrough features to let you break all the sound barriers. Like twice the Digitized Audio Playback and Recording Capability at an explosive 22kHz–compared to the competition's puny 11kHz.

Also, you get a squadron of powerful extras. Like a Joystick Port. Headphone Jack. An 11 Voice FM Music Synthesizer that lets you score music as well as score points. And a Power Amplifier with built-in Volume Control, so you can have yourself a real blast–without blasting the neighbors. So take off–for a dealer near you. And go from static to ecstatic. Because, with Thunder Board, hearing is believing.

MEDIA VISION

QUALITY COMMITMENT · 100% SATISFACTION GUARANTEED

Approved by



Microprose
Gunship 2000



Interplay Productions
Star Trek



Sierra On-Line®
Conquest of the Longbow®



Electronics Arts
PGA Golf Tour



Broderbund Software
Prince of Persia®

For the name of a Thunder Board dealer or simply some good sound advice, call Media Vision. 1-800-845-5870.

Media Vision, 47221 Fremont Boulevard, Fremont, CA 94538. 510-770-8600, FAX: 510-770-9592. Media Vision, Thunder Board, and Thunder Master are trademarks of Media Vision, Inc. All other trademarks are the property of their respective companies. ©1992, Media Vision, Inc.

Circle Reader Service #75

Letters from Paradise



Fighter Fuel

I am greatly distressed at your recent review of the *Fighter Duel* flight simulation. Not only is it a revolutionary breakthrough in frames per second animation, regardless of enemy proximity, it is just as fast on a stock Amiga 1000 as it is on my Amiga 2000/40. I think by the examples given as your reviewers' favorites, it is easy to see why it was not liked. Get someone who has a flight sim from the nineties, or at least someone who enjoys sims to review the software. *Fighter Duel* is, by far, the *best* flight simulation on the Amiga in stand-alone and link mode and is the only one to consider for head-to-head over a modem. The SKCCUG user group in Seattle, WA is taken aback by the harsh treatment this sim has received and hopes that you will find another reviewer to take a real look at this Amiga breakthrough. For years, I have been screaming for sims that support modem and when one comes along… it stinks. What **Jaeger Software** has done is unbelieveable, and your readers should know that. I have talked to Matt Shaw on several occasions and, honestly, bugged the hell out of him and will continue to do so. Working for **Hewlett-Packard**, I *know* customer service and Jaeger does it right.

This letter is testament of my devotion to this sim, there is no other piece of software (I own thousands of dollars worth) that I would defend like this. Please take my concerns, and the concerns of the Seattle SIG/SIM groups to heart. *Fighter Duel* is simply the best there is… please reflect that.

Ronald C. Lincicum
Seattle, WA

One thing readers and reviewers, respectively, have trouble understanding is that a review is nothing more than an experienced observer's opinion, reinforced by an editor's hand. The cliche which reads, "One man's meat is another's poison," is not simply an editorial defense for an optimistic review of a mediocre product or an excuse for a negative review of a worthy product. It is an immutable fact of human nature. Our reviewers and even those of us self-proclaimed dispensers of editorial omniscience cannot speak for everyone.

As you will note from the next few letters (some of close to fifty we have received in opposition to the Fighter Duel *review in* CGW *#96),* Fighter Duel: Corsair vs Zero *has a serious community of adherents. As you will note in our responses to these letters, we are not disputing the positives claimed by FD's defenders, we simply want you to know that we were honest in our misgivings and that Fighter Duel received objective editorial treatment, regardless of our differences of opinion. Indeed, we are very impressed with the high marks which Fighter Duel receives from Amiga owners who use it to fight head-to-head over the modem. Mr. Lincicum objects that we selected a reviewer who does not like flight simulations and who was unfamiliar with the '90s era flight simulation. To this, we object that Leah is a flight simulation aficionado. She and her husband both enjoy flight simulations. She and her husband had reviewed* **Electronic Arts***'* Birds of Prey *and reader response, as well as our own personal opinion, suggested that their portrayal of that product was right on target. The editorial staff of* CGW *become aware of* Fighter Duel *because of rave comments in on-line messages and it was sent to the reviewer because we were certain she would enjoy it.*

When we received the surprisingly negative review, I immediately queried my staff as to which of them had flown the simulation. Two of the editors testified that they had done so. They both protested that the simulation: was hard to fly (a testament to its realistic flight model); had a very inefficient interface (the two editors plus, later, myself, all had trouble managing the throttle with the mouse while still accessing other controls via the mouse) and had a mysterious lack of artificial opponents for a game which was named for a dogfight between two famous planes.

Yours truly determined that everyone must have gone mad. Their observations seemed totally impossible to me because of the enthusiastic messages I had seen before and necessitated my own personal hands-on experience with the game. Like Mr. Lincicum, I was also impressed with the frame rate. Unlike Mr. Lincicum, I did not see the fast animation as representative of advanced technology as much as I saw it as a result of reduced detail in graphics. Though we discovered that many flight simulation buffs are more concerned about flight dynamics than pretty graphics, readers have verbally raked us over the coals in the past for recommending games with limited graphics. Then, I discovered that I must be related to LBJ's old nemesis who could not walk and chew gum at the same time. I kept throttling down and sending my plane in the drink whenever I wanted to access another control. Finally, I personally circled the arch for over 20 minutes looking for a Japanese fighter to engage with. Hours later, one of our staffers performed the obvious maneuver and located the enemy fighter closer to sea level. We had naively expected that a Japanese ace who was patrolling the area would engage us within that time period.

Naturally, we will not attempt to argue with the groundswell of letters we have received in support of Fighter Duel as a wonderful product. We simply want readers to be aware of the fact that we published our negative review out of honest experience with the game and no malice toward anyone.

I am writing today to express justifiable outrage from your review of *Fighter Duel* by Leah Wesolowski. First of all, it is egregiously obvious that Ms. Wesolowski knows absolutely nothing about flight aerodynamics. For her to complain that she cannot "take-off" or keep from stalling should immediately disqualify her from passing judgment on what many consider to be the most accurate, mathematically correct, and just plain fun flight sim ever to be published on a personal computer.

Your magazine has a wide and diverse readership. I frequently base my purchasing decisions on what I read in the pages of your formally *[Ed: Apparently, Mr. Phillips means "formerly"]* respectable periodical. In this case (and I wonder how many others now), you have published rubbish that has tarnished forever your integrity in this business. I know that you cannot control the ideas of your reviewers, but I strongly suggest that in the future you get alternative opinions from others on your staff before you print such unjust material.

Fighter Duel is a magnificent piece of programming produced by a small company in Rockville, MD. **Jaeger Software** spend hundreds of hours refining this product into what it is today. Moreover, they have listened to the ideas and questions from hundreds of people in an effort to further refine an already near perfect product. The release of the next version will incorporate many of these suggestions and I am sure that it will make an impact that you will remember.

Finally, Ms. Wesolowski's thoughtless remarks are damaging to small young firms like Jaeger. I wonder if a "five minute" foray into such a well-thought-out program is the norm for your reviewers. If that is the case, then I will never read your magazine again. You and Ms. Wesolowski owe an apology to **Jaeger Software** and a new review by a more astute and thorough individual. Anyone with a modest interest in flight sims will find this product (especially the head-to-head) simply awe inspiring.

C. Richard Phillips
Chantilly, VA

Frankly, even if one believes that we are totally wrong on this review, we do not see how that challenges our overall respectability. We suppose that persons who would subscribe to such an argument would have traded Ted Williams after his first strike-out (Well, he gets a lot of hits and runs batted in, but I don't see any excuse for that strike-out). We believe we cover games very thoroughly and are convinced that the great majority of our reviews are right on the money. We do not, however, expect everyone to agree with us all the time. Perhaps, the most glaring problem with your analysis was your misreading of the article with regard to the five minutes! The article states that her longest time "in the air" was less than five minutes. That does not count the lengthy reloads between an attempted take-off and the next one. It does not count the times she actually made it to the arch, still without finding an enemy. Indeed, astute and thorough readers will note that the harshest language used in the article referred to the dogfight implied on the box, which took our in-house staffers several hours to engage, and not to the head-to-head play. We defer to the dozens of messages on **GEnie** *with regard to the latter.*

I play the two-player mode against people very frequently. It is the most exciting game I have ever played! The fact that the game still runs at 28 frames per second, even over a 1200 baud connection is truly amazing.

Jeff Hanna
GEnie Subscriber

If the simulator was as bad as the article describes, why do I have $150.00 phone bills from duelling with people long distance? Why are there 40 people


5
6
7
8

spending at least this much if not more duelling in the Fighter Duel tournament?

Mark E. Smith
GEnie Subscriber

I have spent many hours with this flight simulator competing with others in a national tournament. The beauty of this flight simulator is that it can be played long distance.

Brad E. Howe
GEnie Subscriber

Fighter Duel is the best. Nothing compares to the realism, frame rate and excitement. I have played *Air Warrior* on **GEnie** for over two years, spending hundreds of dollars per month and it [*Air Warrior*] pales in comparison.

George Searing
GEnie Subscriber

We hope the discussion of alternate points of view will assist our readers in making their own decisions with regard to Fighter Duel: Corsair vs. Zero.

Parallel Dimensions

Concerning M. Evan Brooks' article in the July '92 issue of *CGW* under the Broadsides and Gripeshot column, the following should be pointed out: although computer games do sometimes run in cyclical patterns with respect to new releases, there is a very good reason for this, the marketing components of software companies have seen a need to fill a void and sometimes, that void is so obvious that three or four companies will market similar products at the same time.

It is hard to understand why someone working for a magazine that is dedicated to reviewing these releases and sorting out the good from the bad would complain about that sort of thing. Mr. Brooks complained about there being too many releases of one sort or another of games during certain time periods, but he failed to mention or may not realize that each game, even when it covers the same subject, has its own special place and no two games will cover the same subject in the same manner.

I applaud the fact that game manufacturers are releasing similar products at the same time. That is known as competition and makes life interesting. It's nice to have many choices of similar games and it is good that *CGW* helps me to choose the one that will suit my particular needs.

Bill Greco
Southampton, PA

Parallel development is a twentieth century manifestation of an economic law espoused in the nineteenth century. Joseph A. Schumpeter suggested that any innovation in a given industry will result in so many imitators that it becomes increasingly difficult for any manufacturer to make a profit, including the innovator. In the modern world, information about technology is so often shared and so readily accessible (Software people often use the phrase, "It's an incestuous industry!") that it seems like the effects described in Schumpeter's Law have been accelerated. In the software world, this is inevitably true (if Software Magnates has a "no-typing" interface and modem support, we'll have a "no-typing" interface and modem support). In fact, the definition expands to include subject matter as well as technology. If one publisher is successful with a multi-player space conquest game, everyone tries to get a similar product out there, rallying around the marketing incantation "Think of it as [the original game] done right!" or the designer's slogan "We think we've out-[the original game]ed [the original game]." The next thing one knows, nobody's multi-player space conquest game is selling and the industry wisdom becomes "Nobody cares about multi-player space conquest games. They're dead!"

At CGW, we certainly agree that there is nothing wrong with healthy competition. Indeed, there is nothing wrong with parallel development if all products under development have their own distinctive features. We simply agree with Evan Brooks that there are enough untapped and fertile fields that the marketing channel does not have to be clogged with the four-hundred and second remake of a Gettysburg game or the three-thousandth iteration of a tank simulator. Where are the fighting sail simulations? Where are the sophisticated diplomatic games? Where are the games that explore human relationships in other ways than pure combat or sophomoric sexploitation? Where are the economic games with human dimensions? While we agree that competition is welcome, we still feel that the editorial's concern with over-saturation makes an important point.

Racial Spurs and Sexual Slurs

I recently purchased *Wizardry VI: Bane of the Cosmic Forge*, based on a review in your publication. The *Wizardry* series of computer role-playing games have always been my favourites, among the few so well-designed they hold my interest long enough to complete the scenario. I eagerly awaited each new release.

That is, until last week, when, in playing *Bane of the Cosmic Forge*, my party entered the pyramid area and encountered the "monster" class called "Amazulu Warriors." I was shocked and dismayed to find such blatantly racist (and sexist) images in my favourite CRPG! With graphics circa 1950s *National Geographic*, and a sound track out of an old Tarzan movie, these

images combine the most common and offensive stereotypes about Africans. As well, my party had enough magical "firepower" at this point that the ensuing "battle" evoked for me my father's World War II horror stories of Ethiopian warriors with spears attempting to resist Italian tanks and bombers.

As I cannot, even (or especially) in a fantasy role-playing setting, reconcile myself to killing half-naked Black women, I will not be able to finish the scenario. Nor will I be able to purchase more **Sir-Tech** products, or recommend them to my clients, unless I am satisfied that their designers and playtesters have had access to adequate anti-racist education, in order that they understand why these images are so offensive. Sir-Tech is certainly not the first to attempt to use a human ethnic group in a role-playing scenario and, unless more of their customers speak up, it will not be the last.

For your demographics, I am an adult white woman, university degree, income level $30,000+. I use my computer both at home and in business, as I run a company that specializes in computer consulting, training and business management for the arts and publishing industries.

Ruth Dworin
Toronto, Ontario CANADA

Would you have finished the scenario if you were killing half-naked WHITE women? Interestingly enough, those "monsters" you encountered were actually designed using Wizardry*'s Valkyrie class (Germanic female warriors) and Ranger class (not exactly lightweight characters). We suspect that this might not have been as much of a problem if the program had stuck to the classic Teutonic and Norse mythologies. Perhaps the real racial problems in society are so pervasive that we have become oversensitive in this regard. Scorpia tells us that the Amazulu Queen (besides having almost 100 hit points and an awesome weapon in her magical spear of death) and the Amazulu Priestess (the girl in the mask, who had rather an awesome potpourri of deadly spells at her disposal) were an extremely deadly duo. To quote Scorpia on this issue, "I don't understand it. In fantasy as in real life, bad guys come in all shapes, sexes and colors!" At* CGW.

The Tail-End of Scorpion's View

It was with anticipation and some trepidation that I opened CGW #97 which just arrived in the mail. AARGH! Strange and unusual fonts that I've never seen before and hope never to see again (pp. 38-39). Pinstripe backgrounds make my head swim (pp 80-82) Strange formatting (p. 124). But, the worst of all, the thing which has prompted me to write what is really the flaming tirade I've ever sent, the crowning indignity, is the truncation of Scorpia's article on page 108. AARGH! As Jim Croce once said, "You don't tug on Superman's cape. You don't spit into the wind. You don't pull the mask off the old Lone Ranger and you don't mess around with Scorpia's articles." Well, perhaps Jim didn't exactly say that, but he would have if he'd read CGW #97.

I don't like the "new CGW" and I want my "old CGW" back. But, more than anything else, I want to read all of Scorpia's articles, every month.

Elaine May
Fort Collins, CO

Elaine, I want to assure both you and your former partner, Mike Nichols (just kidding, Elaine, don't throw that copy of Adler at me), that we are working to solve our technical difficulties. I could give a long and involved technical explanation for how Scorpia's article came to be apocopated, but it would sound like I'm blaming someone else. Fortunately, I will have a managing editor to blame from this issue forward. The missing paragraphs of Scorpion's View read:

... method to use if you want to change the party order, as people are displayed in the order they were asked to join.

Overall, Ultima VII *is one of those games that give me very mixed feelings. On the one hand, the graphics, sound, and realism of the world is excellent. No other* Ultima *has made Britannia come alive as a real place the way this one does. The story, although sometimes obscured by side plots, is engrossing. The new mouse interface (when combined with those hot keys) simplifies much of the interaction in the game.*

On the other hand, not enough thought went into some of the technical design. The vanishing keys, poor combat AI, lack of solo mode, relative worthlessness of many spells, and some other problems of lesser note, along with the bugs and slow speed, detract greatly from the enjoyment of the game. Getting through this Ultima *will require a certain amount of patience and forebearance.* CGW

Of Syphogrants and Tranibores, Scientists and Kings

A Sneak Preview of Konami's UTOPIA

by Johnny L. Wilson

Sneak Previews are not designed to be reviews. They are feature articles based on "works in progress" that CGW's editors have deemed worthy of early coverage. These articles are not intended to provide the final word on a product, since we expect to publish appropriate review coverage when the game is completely finished.

In Sir Thomas More's *Utopia*, the 16th century classic dealing with political theory, a cardinal told of a mysterious island in the shape of a full moon. It had one large harbor which was nearly inaccessible except by the experienced mariners among the Utopians themselves. It was, according to the churchman, a wonderful land where everyone rotated between urban and rural residence and between leadership (one syphogrant/magistrate per 30 households and one tranibore/chief magistrate per ten syphogrants) and servanthood (menial labor whether in the city or country), being willing to distribute necessities and luxuries equally among all the citizens. On the island, there were 54 cities which were identical in layout, culture and laws.

Konami's *Utopia* (designed by Europe's **Gremlin Games**) bears no resemblance to the island (which had a name that would mean, literally, "no place" in Greek) in the classic 16th century work. The cities are not the same, because players build the cities in a manner resembling a cross between *SimCity* and *Moonbase*. Further, the game's versions of utopia look more like the terrain fragments in *Populous* than they look like the new moon in More's book. The terrain types for planetary surfaces run from a red, sandy soil to a black volcanic soil through grasslands and on to icy glaciers and mountainous regions complete with geysers. In a real sense, they represent "no place," as well, because the terrain simply looks different and determines what one *cannot* build rather than really affecting play significantly.



Also, the citizens are not quite willing to experience full and equal distribution as their passport to contentment, since players must constantly monitor their quality of life in order to keep the population content and crime at a low ebb. Finally, **Konami**'s *Utopia* has no treacherous channels to keep the enemies of its cities away. Rather, the player must balance the search for a high quality of life with the necessity of a strong military (both offensive and defensive) while navigating about the map via a point and click interface that looks amazing like the one in *PowerMonger*.

In short, **Konami**'s *Utopia* is almost a *Moonbase/PowerMonger* hybrid. The player takes on the role of Colony Leader in a project with the goal of colonizing ten different worlds around a distant sun. He/She purchases each building (whether industry, governmental headquarters, warehouse or living quarters) individually (as opposed to simply "zoning" a la *SimCity*) in much the same way players do in *Moonbase*, but has to eventually neutralize (destroy is such an ugly word) a hostile alien presence on each planet in order to win (much as one must conquer or absorb hostile tribes in *PowerMonger*). So, *Utopia* presents a juggling challenge where players must balance the quality of life a la *SimCity* (albeit without the obstruction of dynamic models like traffic congestion and population migration to get in the way), make money through production and trade a la *Moonbase*, and conquer the planet in real-time a la *PowerMonger*. Like *SimCity*, *Utopia* is an open-ended game where there is no specific point at which one has to stop playing, but unlike *SimCity* there is an enemy which will keep coming at the player's colony until that alien is defeated.

The Wage of Fabricius

From the time the player boots the game and enters the answer to the copy protection quiz, it is obvious that this is not "your ancestor's *Utopia*." The game plays a briskly upbeat version of Pachelbel's Canon, a Baroque era tune that is usually supposed to relax the hearer. Instead, the fast-paced digital version lets one know that a challenge is on the way. The immediate goal, in all ten progressively more difficult scenarios, is to raise the Quality of Life rating for the colony above 80% and to keep it there long enough for the government of Earth to recognize the player's character with a medal. If the player can raise the QOL to 90%, the Earth government will offer a more prestigious medal.

If one allows, on the dark side of the planet as it were, the QOL to deteriorate, *Utopia* allows crime to escalate. First, thieves start to steal colony funds. Later, there are murders on the streets. If the QOL doesn't begin to improve, the murders will be followed by organized terrorism. Finally, the Colony Leader who still doesn't manage to get the QOL up is liable to be assassinated a la Hidden Agenda.

In many ways, the player's character may be like the (3rd century B.C.) Roman general, Gaius Luscinus Fabricius, who is mentioned in More's *Utopia*. Fabricius was reputed to have died penniless after he had said that he would rather rule the rich than to be rich. In **Konami**'s *Utopia*, the player gets the privilege of ruling a potentially rich space colony, but does not amass any personal wealth (even simulated) in the process.

This does not mean, of course, that the player gets no satisfaction out of the economic aspects of the game. Indeed, the player not only gets to build profit-making industries such as locating ore deposits and building mining facilities, but the player gets to determine the number of skilled workers for each industry and when the price is right to sell that ore to other planets. A dynamic commodities market can be accessed at any time from the finance report screen, provided the player has enough power to operate the "trading computer."

Another economic ball for the player to juggle is that of research and development versus production. The player has to decide if it is worth advancing thousands of monetary units (that could be immediately used for workshops to produce trade goods or to build defensive weapons) on either civilian or military research. When one builds an industry or weapon at the colony's existing technological level, there is an immediate gain to be seen and utilized. With the research grants, however, it is not immediately evident how long it takes to recoup one's investment by moving up the technological ladder.

The Wisdom of Crassus

The Roman Senator Crassus is quoted in More's *Utopia* as stating that "No amount of money is enough for a king that has to keep an army." This is the old "guns vs. butter" issue of macroeconomics and it is vividly portrayed in the game system for **Konami**'s *Utopia*. For the colony to survive, the player will have to build a defense infrastructure that may not seem immediately cost effective. For example, the colony is totally immobilized if the command center is taken out,

so the player must build a duplicate command center fairly early as a contingency. Again, building tanks can be expensive and require the player to purchase weapons components on the open market (think of it as subcontracting). This is a significant drag on one's economy, but is a necessity for survival. Such "guns versus butter" decisions are continuous realities within the game.

In speaking of the defense infrastructure, note that there are two types of weapons within the game: stationary and mobile. The former include laser turrets (always in auto-search and auto-fire modes, clicking in 30 degree segments around a full circle) and missile launchers. These are perimeter weapons and players will want to use them to create a defensive ring around their cities.



The mobile weapons include tanks and aircraft. These are handled in a way similar to the combat in *Populous*. Instead of sending a leader unit or a papal magnet, though, the player posts a flag to indicate the objective and sends his/her tank units toward it. They will attack any hostile forces they encounter. These are the basic units and they are enhanced whenever technological breakthroughs occur.

Three Old Men

The cardinal in Sir Thomas More's *Utopia* said that each of the 54 cities selected three wise and experienced men to meet in an annual council. In **Konami**'s *Utopia*, the player always has a council at his/her disposal. This is both good and bad. It is good because it represents an amount of information that can be rapidly assessed via the function keys or by pointing and clicking on the advisors' icon. From the psychiatrist one gains information on the colony's QOL rating, while the colony administrator offers a quick comparison of production versus usage. The head of research basically complains about the amount of research grants and the civil engineer merely reports on functional facilities within the colony. The financial consultant offers a quick look at the bottom line and the supreme commander reports on military readiness.

The bad news concerning the advisors in *Utopia* is that they, with the exception of the head of research, do not really advise. They only report. They do not recommend. Fortunately, *Utopia* has some warning messages and alarm icons (similar to the on-screen hints in *SimCity*), otherwise, new players could get lost.

Philosophy of a Civil Kind

As Sir Thomas More's philosophy was built upon the wisdom of political philosophers who preceded him, so the design philosophy of **Konami**'s *Utopia* is built upon the successful designs of the past. It has the look of *Populous* and *PowerMonger* with the creative joy to be found in building cities as in *SimCity* and *Moonbase*. *Utopia* offers more intensity than the latter two games because of the ever-present threat from a computer enemy and more interest to the strategy player because its simulated economy is handled with more depth than the former two games.

Gamers who are more interested in game with a reality-based model are likely to find the Utopia of the game to be as ephemeral as the utopia described by the cardinal in More's classic work. However, gamers who want a well-balanced challenge and do not mind the abstractions in the world model are likely to discover that the sum of *Utopia*'s game design is greater than its parts. Whether gamers will agree that a game so similar to so many other games is an exciting game, or not, remains to be seen. CGW

Review

The Brain Children of H.R. Giger



Cyberdreams Gives Birth To Their First Graphic Adventure

by Val Miller

TITLE:	Dark Seed
SYSTEM:	IBM
PRICE:	$69.95
PROTECTION:	Key Disk
DESIGNERS:	Mike Cranford, Mike Dawson
PUBLISHER:	Cyberdreams, Woodland Hills, CA

One would be hard pressed to find a figure who has changed the face of gore and horror films more profoundly than artist and designer, H.R.Giger. I don't think anyone who has seen the film *Aliens will ever forget the nightmarish spawn of Giger's disturbed genius that ran amok upon the S.S.Nostromo and then proceded to run amok within the dreams of a movie-going generation.*

There's another side to Giger that most have not seen, which, though less demonic, is no less disturbing than those belly-busting, acid-spitting aliens. The piece at center page hints at what seems to be an obsession of his; the marriage of angelic human beauty, of the female and the child, with the warty, exoskeletal, techno-organic machine. I don't know about other's reactions, but these images create within this reviewer a push-pull of compulsion and revulsion, a guilty pleasure that would have made Freud dizzy with delight.

Cyberdreams, a fledgling Los Angeles software group, has taken these terrifying visions of Giger's bizarre fantasy life and worked them into the art and storyline of their first release, *Dark Seed*. Through both Giger's background art and an effectively eerie soundtrack by Gregory Alper, **Cyberdreams** has created the most integrated and effective feel for a horror adventure yet.



The story is set in and around on older home in Woodland Hills, recently purchase by Mike Dawson, a lawyer turned writer seeking a refuge in which to free a mind pregnant with artistic inspiration. Through reoccurring nightmares and bizarre gifts sent from Beyond, Mike comes to realize that, unless he can devise a plan to the contrary, his mind will give birth to more than just inspired literature.

In poking around the house and surrounding environs, Mike happens upon a trail of messages left by the former unfortunate owner of the house and comes to find that the full length mirror in the living room is no ordinary looking-glass, but rather, a portal into a semi-parallel dimension. The world through the looking-glass is a near twin of reality, dressed in Giger's artwork and inhabited by an alien race practically cut-and-pasted out of *Alien*. Like the aliens of film, the creatures of *Dark Seed* find humans to be a delightful place in which to parasitically gestate. And guess who's going to be a daddy?

The game makes effective use of standard cinematic techniques in dream sequences and cut scenes of disturbed visions that foreshadow Mike's pending fate. In the first of such bizarre moments, a gift is delivered to Mike's home by a friendly UPS carrier. Inside the box is only a cute baby doll, but while the eerie soundtrack whines a discordant version of Rock'a'Bye Baby, the doll transmogrifies into a slimy Giger-esque alien creature. While not 'terrifying' or 'startling' (it'll be a great day for interactive fiction when a scene can really scare the bejesus out of a player), these scenes artfully meld sound and Giger's art to create a powerfully eerie mood. Not since Brian Moriarty's *Loom* have I been so impressed by the artistic intercourse between sight and sound.

Cyberdreams created the dark side of *Dark Seed* by scanning pieces of Giger's art and rescaling, shaping and otherwise tweaking the images to make the backgrounds and objects necessary to roughly parallel those in the real world. They did some excellent work here as most of the scenes look as if they were created on a graphic workstation for a computer game and not composed piecemeal from another medium.

The player-*cum*-Mike Dawson explores both dimensions of *Dark Seed* via a mouse-driven interface, and watches the action unfold via the familiar sidelong perspective. The interface is cursor-centered with the right mouse button cycling through three cursor modes: either "go", "touch" or "look." When in "touch" mode, the cursor is an open hand that points when the cursor is over a manipulable object. Similarly, in "look" mode the cursor remains a question mark until it is placed over an appropriate object, where it becomes an exclamation point. The player's inventory neatly appears at the top of the screen upon the cursor's command. It's all very fluid and tidy, though perhaps oversimplified, and it im-

mediately becomes intuitive and forgotten — like all well-behaved interfaces should.

The on-screen character depicting Mike Dawson appears to be a composite of digitized images of the actual Mike (the designer plays himself) and looks quite realistic — most of the time. Video footage was used in creating small action sequences, like climbing stairs, prying into things, pulling levers. Such animations come out smooth and lifelike, adding a nice touch to the finished product. Unfortunately, the most prevalent action, walking around the screen, is another matter, full of jerks and starts, and looking as if Mike were walking on a moving sidewalk — a motion that would more befit Mike Jackson than Mike Dawson. In some instances, one can direct Mike to touch an object right next to him, whereupon he will spin around, walk to other end of the room, pirouette again, and walk back to his original position. Though this is really a minor hitch, it makes it clear that this is a brand new game engine that still knocks and pings on occasion.





Beyond the remarkable visual aspects, *Dark Seed* is a very typical graphic adventure, designed much like the very early graphic adventures — and makes some of the same mistakes. For one, the game is somewhat "real time." It is divided into days and has a clock which is always running. This is not bad in itself; after all, **Sierra**'s *Conquests of the Longbow* did quite well with its day-by-day structure. Unlike *Longbow*'s, however, *Dark Seed*'s days are *not* self-contained. There are critical events which must take place at specific times and specific places, and if the player misses them, the game continues on. Two days later, the player *might* figure out what s/he missed, and then must restart the game all over again. For example, the player must go to town on the first day and make an action that will trigger an event on the second. Unfortunately, nowhere is this trigger-event hinted at, nor is it an obvious action. If a player misses it (like this one he or she) may never realize it and become hopelessly stuck. This is the worst case, but there are many others like it. The game progresses in a tiresome "one step

forward and two back" pattern, such that one is constantly restarting the game and replaying sequences over and over. Many of the puzzles are *designed* such that they can only be deciphered after the fact. This sure gives the game some of that ever elusive "replayability," but certainly *not* the right kind of replayability.



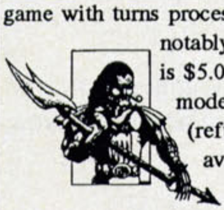
Another potentially frustrating design element; there are crucial objects in the game that are placed such that they blend nicely into Giger's intricate backgrounds. One is a tiny, perhaps four pixel, dot that one would only discover by running ones little cursor hand all over the screen. Another is a lever that opens a very important doorway in the game. There was little effort spent in making this a gamer-friendly experience. For instance, once the lever just mentioned is found, the classically conditioned adventure gamer's response is, of course, to pull it without delay. BZZZZTTPP! Bye, bye. Dead. Restart. Apparently, the aliens find it necessary to run several thousand volts through their door handles. And what beats all is that, once through that door opened by the lever, one finds another object that, when one tries to touch it, is told "No, no. Don't touch that! It has deadly amounts of electricity coursing through it!" I almost yanked my mouse out with that one.

After the painstaking ordeal required to complete this game, one would hope for a satisfying "cheese screen" (where the player is rewarded for successfully running the maze). Unfortunately, it won't be had. This is a complicated story; there's a lot to resolve here; at least a little explanation due, but the ending is abrupt and vague, concluding with Mike "only beginning to understand" and the player completely in the dark. It's either a weak attempt at artistic elusiveness or an opening for a sequel, with either option a letdown.

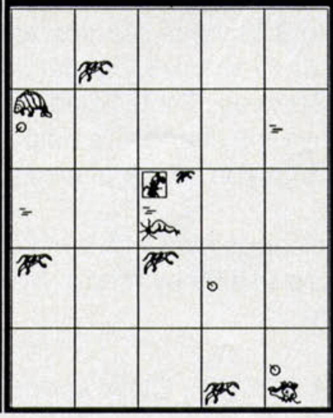
Like my reactions to Giger's art, my feelings about *Dark Seed* are a frustrated mix. While few interactive adventures have ever used art and sound in communicating mood as powerfully as *Dark Seed*, the interactive elements are so poorly implemented that they nearly destroy the effect. I want to clutch this game to my breast and fling it against the wall in the same angst-filled motion.

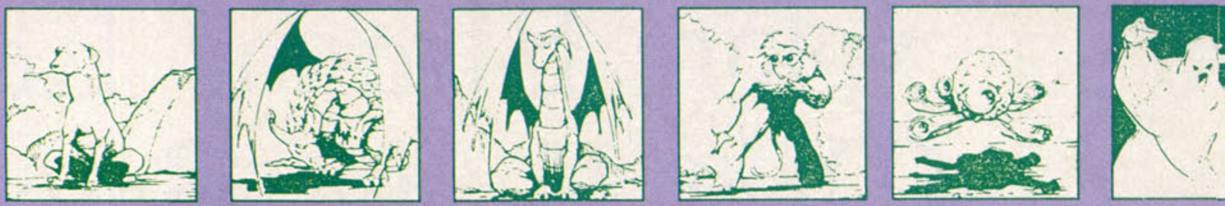
Despite its failings, *Dark Seed* and the **Cyberdreams** group hint at tremendous potential. They have a staff heavy laden with computer entertainment experience, and, apparently, the financial backing to purchase some great stories and art, like that of Syd Mead (design talent behind *Blade Runner*, *Alien*, and the original *Star Trek* film, among others) and Harlan Ellison (Hugo and Nebula award winning author) for their next two releases. Before then, let's hope they pickup some pointers from adventure gaming's past and create interactive stories that are not only beautiful, but fun to play. CGW











Seventh Time's The Charm

Origin's *Ultima VII: The Black Gate*

by Charles Ardai

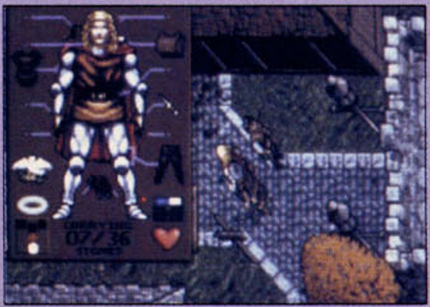
TITLE:	Ultima 7: The Black Gate
SYSTEM:	IBM, 386SX minimum
PRICE:	$79.95
DESIGNER:	Richard Garriot and Alan Gardner
PUBLISHER:	Origin Systems, Austin, TX

Unlike thirteen, the number seven does not carry with it any automatic negative connotation. Things good, bad, and indifferent come in sevens: days of the week, deadly sins, and dwarves, just to name a few. No one minds being seventh at a dinner table and, should the seventh of a month fall on a Friday, no one cancels his flight plans just to be on the safe side.

Nevertheless, the seventh installment in **Origin**'s classic *Ultima* series seems to have picked up a negative word-of-mouth in some gaming circles for no reason other than that it's a seventh installment. Many who were delighted when *Ultima VI* was released cannot be bothered to boot up *Ultima VII*, as though it goes without saying that the seventh of anything can't possibly be any good. The market suddenly seems saturated; weary gamers, sure that they have played enough *Ultima* to last them a lifetime, eye the new *Ultima* with suspicion that it is just More Of The Same. Several people whose opinion I otherwise respect warned me off the game, saying that, though they hadn't played it themselves, they understood that it was not worth playing.

Well, they understood wrong.

Ultima VII is not more of the same. It is daring and unusual, has a sophisticated interface and story, takes full advantage of both its own history and the conventions of its genre, and manages to be at once grounded in tradition and unpredictable.



True, there are elements of the familiar, starting with the cheesy, rune-covered fabric map that comes packed in the game box. Computer gaming needs another visit to good old Britannia like the movies need another visit from Freddy Kreuger, and the map does nothing so much as remind us of how often we have been here before. However, even in this connection *Ultima VII* manages to inject new life into the formula: the new game takes place two hundred years after the previous one and, in the interim, Britannia's familiar landscape has been altered in significant ways.

Ultimate Alteration

Like Stephen Donaldson's *Thomas Covenant* in the second *Covenant* trilogy, the Avatar returns to a land changed for the worse. It has been so long since the people of Britannia have seen the Avatar that they have begun to question his existence. Almost no one believes that he will return and, since people need to put their faith in something, the vacuum created by the Avatar's prolonged absence has allowed a cultish substitute to rise to prominence.

The cult is called "The Fellowship" and, by the time the game starts, there is a Fellowship branch in almost every town on the map — even Buccaneer's Den, once a bastion of all things illegal and immoral. In its dogmatic tenets (a nicely creepy collection of which is included with the game, along with the Fellowship's revisionist history of what happened in the first six *Ultimas*), the Fellowship seems to support community, trust, decency, and other Good Things. If it discards the Avatar's Eight Virtues, it only does so because they are not relevant to the new age. Everything seems on the up and up...

... except that the Fellowship exercises a strange, coercive hold over people's minds and seems to be involved in any number of shady goings on, including the grisly murder that the player comes upon as the game opens. Then, there is the question of what those torture devices are doing locked away in the tunnels behind Fellowship Hall in Buccaneer's Den; and the question of why magic no longer functions the way it used to; and, most of all, the fact that Lord British does not like the Fellowship at all, which long-time players of the *Ultima* series should know is *not* a good sign.

When it comes to suspense and a strong, unified plot, *Ultima VII* delivers as none of its predecessors did. The permeation of Britannia by the Fellowship sets the tone for the game, which (aside from bits of humor here and there) is more grim than one expects. The threat is one a player can take seriously, mostly because it is not just another mega-villain trying to take over the world (though there is some of that at the end). The storytelling here is of a very high level, superb because it develops real characters, real fear, and a real sense of loss. Britannia is not the place it used to be. As in **Infocom**'s *Spellbreaker*, magic is collapsing; society is coming apart at the seams; poverty and decay are rampant and, as a result, demagoguery and humbuggery are ascendant. As the best fantasy is, *Ultima VII* is an allegory for problems in the real world.

Win $500 Worth of Computer Software!!

Help us name our company! The name will change from No-name Software to . . . ??

Here's the details:

1) Mail or FAX your entry to us, or give it to us over the phone when you place an order. Sorry, entries will not be accepted over the phone without an order.
2) Entries must be received by 5:00 PM CDT, Oct. 16, 1992.
3) A winning entry will be selected from all entries by the management.
4) In the event of multiple winning entries, one will be chosen at random to be the prizewinner.
5) All decisions are final.
6) Winner agrees to have their name and hometown printed in a future ad.
7) We retain all rights to the new name.
8) The winner has until Dec. 31, 1993 to order all free software.
9) We'll pay the shipping for the software.
10) Have fun!

No-name Software • 800-788-GAME (4263) • FAX: 205-980-1953

For Fax orders please include MC/Visa credit card number, expiration date, and shipping address.

SPECIAL OF THE MONTH

Buy these three titles
- Wing Commander II $45
- Special Operations 1 $25
- Special Operations 2 $25

and we'll throw in The Wing Commander Speech Pack for free (and pay the shipping on it).

Don't have a sound card you say? Get one of these at special prices ($2 shipping):
- Thunder Board for Windows $100
- Soundblaster Pro $190
- Pro Audio Spectrum $180

ACCESS
- Countdown $35
- Links $35
  - Bountiful CC Course $17
  - Firestone CC Course $17
  - Bay Hill CC Course $17
  - Pinehurst CC Course $17
  - Dorado Beach CC Course $17
  - Barton Creek CC Course $17
- Martian Memorandum $35
- Mean Streets $35

ACCOLADE
- Altered Destiny (*) $22
- Elvira 2 $40
- Grand Prix Unlimited $35
- Hardball 3 $30
- Hoverforce $30
- Ishido (*) $32
- Jack Nicklaus' Signature Golf $40
- Jack Nicklaus' Unlimited Golf $35
  - Course Disk, Vol 1 & 2 $20
  - Course Disk, Vol 3 $16
  - Course Disk, Vol 4 $16
  - Course Disk, Vol 5 $16
- Lost in L.A. $35
- Mike Ditka Ultimate Football $32
- Star Control 2 $35
- Stratego (*) $30
- Super Space Invaders $25
- Test Drive 3 (*) $35

ACTIVISION
- Leather Goddesses II $44
- Lost Treasures of Infocom $44
- Mech Warrior $22

BRODERBUND
- Galleons of Glory $27
- Prince of Persia $26
- The Ancient Art of War $27
- The Ancient Art of War at Sea $27
- The Dark Heart of Uukrul $17

DISNEY SOFTWARE
- Arachnophobia (*) $20
- Arachnophobia with sound (*) $30
- Dick Tracey (*) $25
- Dick Tracey with sound (*) $35
- Ducktales: Quest for Gold (*) $15
- Rocketeer (*) $30
- Rocketeer with sound (*) $40

DYNAMIX
- A-10 Tank Killer Enhanced (*) $35
- Aces of the Pacific $45
- Castle of Dr. Brain $30
- Nova 9 (*) $22
- Red Baron VGA (*) $35
- Rise of the Dragon VGA (*) $35

ELECTRONIC ARTS
- 4D Boxing $33
- Are We There Yet? $33
- Chuck Yeager's Air Combat $38
- Earl Weaver Baseball 2 $33
- Imperium $27
- John Madden Football $33
- LHX Attack Chopper $27
- PGA Tour Golf $33
  - Golf Tournament Course Disk $18
- Populous $21
- The Immortal $27

INTERPLAY
- Buzz Aldren's Race into Space $35
- Castles $35
- Future Wars $30
- James Bond: The Stealth Affair $32
- Lord of the Rings $32
- NFL Pro League Football $45
- Out of this World $35
- Star Trek: 25th Anniversary $35
- The Two Towers $35

INTERSTEL
- Armada 25/25 (5.25″ only) $33

KOEI
- Bandit Kings of China $35
- Genghis Khan $35
- L'Empereur $35
- Liberty or Death $36
- Nobabunaga's Ambition 2 $35
- Romance of the Three Kingdoms $35
- Romance of the Three Kingdoms 2 $35
- Uncharted Waters $41

LEGEND
- Spellcasting 101 $35
- Spellcasting 102 $35
- TimeQuest $35

LUCASFILM
- Indiana Jones 4: Fate of Atlantis $35
- Secret of Monkey Island $25
- Secret of Monkey Island 2 $35
- Secret Weapons of the Luftwaffe $40

MAXIS
- SimAnt $36
- SimCity $30
- SimEarth $40

MICROPLAY
- Command HQ $35
- Elite Plus $30
- Flames of Freedom $30
- Global Conquest $36
- Sea Rogue $31

MICROPROSE
- Civilization $40
- Darklands $40
- F-117A Nighthawk VGA $40
- Gunship 2000 VGA $40
- Silent Service 2 $35
- Task Force: 1942 $40

MINDCRAFT
- Magic Candle 2 $38
- Rules of Engagement $38
- Siege $38

NEW WORLD COMPUTING
- Might & Magic 3 $38
- Planet's Edge $38

OCEAN
- Battle Command $24
- F-29 Retaliator $33
- Lost Patrol $33

ORIGIN
- Martian Dreams $35
- Strike Commander $45
- Ultima 5 $35
- Ultima 6 $40
- Ultima 7 $45
- Ultima Underworld $40
- Wing Commander 1 $40
  - Secret Missions 1 $20
  - Secret Missions 2 $20
- Wing Commander 2 $45
  - Special Operations 1 $25
  - Special Operations 2 $25
  - Speech Accessory Pack $15

PARAGON
- Mantis $35
- MegaTraveller 2 $35
- Troika $22
- Twilight 2000 VGA $35

PSYGNOSIS
- Armourgeddon $30
- Atomino $30
- Ballistix $30
- Lemmings VGA $30
  - Lemmings Additional Levels $23
  - Lemmings Construction Kit $23
- Menace $30
- Obitus $25
- Oh No! More Lemmings $30

QQP
- Solitaire's Journey $38
- The Lost Admiral $38
- The Perfect General $38

SIERRA ON-LINE
- Conquests of the Longbow VGA $35
- EcoQuest $35
- Heart of China $35
- Hoyle's Book of Games, Vol 3 (*) $30
- King's Quest 4 $35
- King's Quest 5 VGA $40
- Leisure Suit Larry 5 VGA $35
- Police Quest 3 VGA $35
- Space Quest 4 VGA $35
- The Dagger of AMON RA $40

SIR-TECH
- Bane of the Cosmic Forge $37
- Crusaders of the Dark Savant $40
- Wizardry 5 $30

SPECTRUM HOLOBYTE
- Falcon 3.0 $47

SSG
- Carriers at War $25
- Gold of the Americas $25
- Reach for the Stars $25
- Warlords $30

SSI
- AD&D Collectors Edition $35
- Dark Queen of Krynn $35
- Eye of the Beholder $30
- Eye of the Beholder 2 $35
- Gateway to the Savage Frontier $30
- Pool of Darkness $35
- Shadow Sorcerer $30
- Treasures of the Savage Frontier $35
- Buck Rogers: Matrix Cubed $35
- Carrier Strike $44
- Conflict: Middle East $35
- Conflict: Korea $35
- No Greater Glory $40
- Renegade Legion: Interceptor $35
- Western Front $35

THREE-SIXTY
- Harpoon $38
  - Harpoon Battle Set #2 $21
  - Harpoon Battle Set #3 $21
  - Harpoon Battle Set #4 $24
- Harpoon Challenger Pak $55

VIRGIN GAMES
- Dune $34
- Heimdall $30
- Overlord $30
- Spirit of Excalibur $30
- Vengeance of Excalibur $30

*Both 3½″ and 5¼″ disks included. Order all other titles by specifying the proper disk size.

No-Name Software • P.O. Box 381463 • Birmingham, AL 35238-1463

Orders/Info: 800-788-4263 • FAX (24 Hrs): 205-980-1953 • Hours: Mon-Fri: 10 AM - 4 PM Central Time

We accept MC, Visa, Money Orders and personal checks (held 10 business days). No surcharge for MC/Visa.

Orders received before 2 PM shipped the same day whenever possible.

Shipping rates: UPS:

UPS: $4 for the first item plus $1 for each additional item.
2nd Day Air: Add $3 to UPS shipping rate.
Overnight: Add $6 to UPS shipping rate.

Defectives replaced with the same title.
Alabama residents add 4% tax.
We have lots more not listed. Call our 800 number for a quote.



None of this should give the impression that the game isn't entertaining, a rousing adventure full of dragons to slay, sleeping beauties to awaken, and other noble quests to perform. However, *Ultima VII* contains much more than just adventure. Scriptwriter Raymond Benson and the other members of the writing team have really outdone themselves. In terms of its plotting, *Ultima VII* is head and shoulders above almost any of the other fantasy games out there.

Ultimate Refit

Of course, there is more to a game than its story. There is, in particular, its gameplay. Here, too, the designers have taken some chances, not all of which pay off. On all but the fastest machines, character movement is a little slow. There is also an occasional problem with the three-quarter overhead perspective. As in **Virgin**'s *Conan the Cimmerian*, which used a similar perspective, characters get "stuck" against the edges of buildings from time to time. On the whole, though, gameplay is smooth and not distracting.

The movement toward a no-typing interface is finally complete. In *Ultima VII* the entire screen is given over to the action window, over which smaller windows are sometimes superimposed. The best way to play the game is with a mouse; the right button controls the Avatar's feet (his movement) and the left button the Avatar's hands (his interaction with objects). Clicking on the Avatar himself or on members of his party brings up inventory and status displays and allows the player to alter combat settings, spellbook selections, and the like.



When the player encounters another character, dialogue or combat ensues. Dialogue is a simple matter of selecting subjects from a slightly difficult-to-read menu and reading the other character's responses. This game handles itself well, with good line readings, few long-winded orations, and a minimum of irritating "thee"s and "thou"s.

Combat, like dialogue, is a simple matter. Clicking on an enemy attacks that enemy. A variety of attack "modes" are available, permitting the player to choose whether to attack the nearest foe, the weakest foe, the strongest foe, a random target, or whatever. (Defensive choices, including the option of running away, are also available.) It is almost always preferable for the player to handle combat manually, choosing which enemy to fight in each round of combat, but it is good that combat-inept (or -weary) players can turn on a sort of autopilot and get help with the game's action sequences. *Ultima VII* is less combat-intensive than some of the other *Ultimas* but there is still plenty of fighting — no one will walk through this game without breaking a sweat. (The final confrontation, in which the player finally catches up with the three villains he has been chasing throughout the game, is particularly harrowing.)

In order to solve all of the game's puzzles, the player has to visit every town and most of the dungeons on the map. Along the way there are the usual interlocking mini-puzzles to best (along the lines of "Aye, lad, I will give you what you seek, but first you must bring me the lost shoehorn of the gods"). Some of the puzzles are pointedly witless, but most are good and some, excellent. If there is one thing I would change it is the game's insistence on the sort of geographical puzzle (teleport from here to here to here, find the invisible walls, pull these levers in this order) that belongs more in a Martin Gardner magazine column than in a sophisticated, story-intensive piece of interactive fiction. CRPG grognards, however, will love bits such as the Teleporters of Despise and the Cube Puzzle on Fellowship Isle.

Travel around the countryside is accomplished on foot, by cart, and by boat. The landscapes are attractive (though not gorgeous) and movement across them is initially delightful, just to admire the scenery. After a while, many of the towns start to resemble one another, with their interchangeable healers, trainers, inns, and Fellowship Halls. Nevertheless, each location has, at least, one unusual feature, and the use of a chase as the central plot element gives the narrative a powerful engine that prevents the player from staying in one place for too long. The result is that the game never becomes boring or confusing. There are always leads as to where to head next and the distances involved are not so enormous as to turn a walk to the next town into a multi-screen, do-nothing trek.

Ultimate Ultima?

Gamers who stay away from *Ultima VII* because they think they know what's in it will miss something wonderful. **Origin** has produced an unusual game, with innovations of plot, tone, and gameplay that, while not spectacular, are certainly worth seeing. A good novel doesn't have to revolutionize the form; it simply has to use the form well and tell a good, new story. *Ultima VII* does this, and in many ways is like a really good fantasy novel.

However, there is some truth to the argument that after seven installments, the series is courting disaster. By now people look at each new *Ultima* and, while daring it to succeed, expect it to fail. According to the game's literature, *Ultima VII* is the first installment in the "third trilogy." If installments eight and nine are as good as number seven is, there should be no problem; the danger is that it will be increasingly difficult to do something new each time.

After about fifteen cinematic outings, James Bond seems to be taking a much needed rest; as much as we love the crew of the Enterprise, Star Trek VI is probably a good point at which to say goodbye; and after seven *Ultimas*, it might be time for Lord British to turn his sights elsewhere, at least for a while. For now, however, he has lived up to his reputation. *Ultima VII* will be a hard act to follow. CGW

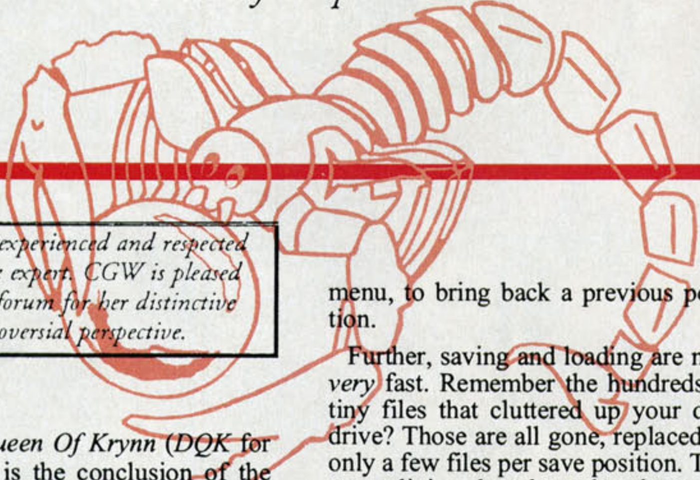


Might and Magic®
ENTER THE
CLOUDS OF XEEN
A 3-D world beseiged with mystics and monsters, sages and sorcerers, diabolical plots and sinister schemes!
No set course of play or predetermined path of events – either you perish or prosper.
The terrain of Xeen comes alive with state of the art illustrations and animated graphics.
256 VGA color, musical scores, sound effects and digitized speech to move your soul.
New updated automatic message keeping enables you to keep your eyes on the action.
ENOUGH TALK—LET'S PLAY—THE CLOUDS OF XEEN AWAIT YOU.
AVAILABLE AT YOUR LOCAL SOFTWARE RETAILER OR DIRECT FROM NEW WORLD AT 1-800-325-8898 (OR 1-818-999-0607 OUTSIDE U.S.) P.O. BOX 4302 HOLLYWOOD, CA 90078-4302
© COPYRIGHT 1992, NEW WORLD COMPUTING, INC. MIGHT & MAGIC AND NEW WORLD COMPUTING ARE REGISTERED TRADEMARKS OF NEW WORLD COMPUTING, INC. IBM SCREENS SHOWN. ACTUAL SCREENS MAY VARY.
NEW WORLD COMPUTING, INC.™
Circle Reader Service #81

Scorpion's View
SSI's Dark Queen Of Krynn

as told by Scorpia





Scorpia is an experienced and respected adventure game expert. CGW is pleased to provide this forum for her distinctive and often controversial perspective.

Dark Queen Of Krynn (*DQK* for short) is the conclusion of the Dragonlance trilogy from SSI. It was designed to be a challenge, and, as such, is meant for a high-level party and experienced gold box players. Characters can and should be transferred from *Death Knights of Krynn,* although they can be created specifically for this game. It is better to bring over a party if you can, since *this* time (in contrast to previous products) everyone will keep their money and equipment, including such high-level weapons as the footman's dragonlance, swords +4, and so on. New characters will not, of course, have such powerful items, but their equipment will all be in the +2 range: +2 swords, bows, arrows, armor, etc., along with bracers AC 4 for mages, to start. As usual, you can't choose the spells for new mages, but they come with a reasonable selection, including the important Delayed Blast Fireball.

The game engine is typical gold box, with two important changes. First, *DQK* incorporates what has probably been the single most-requested feature in the gold box series: the ability to restore a position from within the game itself. Until now, restoring a game (especially after a disastrous encounter) meant exiting to DOS and re-running it. In *DQK*, you only need to encamp, and choose the Load option from the camp menu, to bring back a previous position.

Further, saving and loading are now *very* fast. Remember the hundreds of tiny files that cluttered up your disk drive? Those are all gone, replaced by only a few files per save position. This streamlining has brought about the swift disk access of the current game.

The other new feature is the "Inv" command, available from the adventuring menu. This shows special items being carried by the party. Gold box veterans may recall, for instance, that in *Curse Of The Azure Bonds*, the party carried several objects that did not show up in character inventories, but were necessary for finishing the game. With no way to check, it was difficult to know whether or not you had everything you needed. The Inv command does away with that uncertainty, and you always know exactly what you have. This is particularly important since there are many special items to pick up along the way.

Unfortunately, aside from these improvements in the game mechanics, there is little to like about *Dark Queen of Krynn*. Playability suffers from a couple of insidious bugs, poor design, and a great deal of gratuitous damage.

The first bug occurs in level advancement. Anyone who has played a gold box game knows that the color of a character's name changes when he or she is ready to go up a level. A flaw in the code, however, prevents the color change from happening with multi-class characters. Experience keeps accumulating, but the character's name remains the same color, even when he has enough to be trained.

Worse, this bug strikes randomly. I had three Fighter/Magic Users in the group, and each one "stopped" at a different level. It was extremely puzzling to see one red mage up at 15th, while the second couldn't go beyond 13th, and the white mage was stuck at 14th level, when all of them had more than was necessary to train up.

All you can do about this is keep track of the experience yourself, and train multi-class characters when they have enough for a level advance. The tables in the back of the manual show how much is needed for each class to go up a level, so the calculations are simple. Of course, you shouldn't have to do this, and how such a bug ever got past the playtesters is a mystery, but you don't really have much choice. This affects only multi-class characters; my single class Knight advanced properly throughout the game.

The other bug occurs in the dungeons of Hawkbluff, but not all the time, and not for everyone. There is a particular book you're supposed to find in a certain location after you have a confrontation with Trandamere. Unfortunately, this book does not show up for some people. The cause of this is obscure, but SSI does have a fix for it. If the book does not appear when it's supposed to, the only thing you can do is get in touch with SSI and ask them for the patch.

In general terms, the objective of *DQK* remains vague for quite some time. Your team is sent from Palanthas to find out what the forces of evil are up to (aside from the usual no good). Before long, the party links up with Captain Daenor, who is on the trail of Draconians that have demolished his

ZERO'S & ONE'S PC WAREHOUSE



7525 Rosecrans Ave., #203, Paramount, CA 90723
310-630-3551 (information) 8-5 M-F * 310-634-7745 (FAX) 24-hours
800-788-2193 (orders) 8-6 M-F, 9-4 Sa P.S.T.
ALL IBM COMPATIBLE

SOUND BOARDS

ATI Stereo F/X	147.95
ProAudio Spec +	189.95
ProAudio 16-bit	229.95
Roland LAPC1	399.95
Sound Blst Pro	189.95
Sound Blst Pro Basic	149.95
Sound Blaster	99.95
Sound B MCA	219.95
Sound B C/MS	25.95
Sound Comndr+	69.95
Sound Comndr FX	call
Thunderboard	95.95
Thunderboard (Win)	109.95

JOYSTICKS & MICE

Aviator Flt Yoke	31.95
TM Throttle	84.95
TM Joystick	69.95
TM Joystick PRO	109.95
CH Flight Stick	41.95
CH Mach II	24.95
CH Mach III	29.95
Winner Pistol	24.95
Winner Yoke	46.95
Gravis gamepad	24.95
Gravis joystick	33.95
MICE	
3-Button	17.95
Logitech	
Mouseman	69.95
Rollerballs	call
Microsoft OEM	79.95
Game cards	
Economy	9.95
Hi speed	19.95
CH Game III	28.95

MULTIMEDIA

CLabs MM CDR Drive & bndl for SB Pro	369.95
CLabs MM CDR Drive & bndl w/SB Pro	559.95
MediaVis kit w/ProAudioSpec Plus	769.95
MediaVis kit w/ProAudioSpec 16	959.95
Sony CDU 535 internal w/card	349.95
Sony CDU 535 external w/card	399.95
Computer Eyes RT	434.95
Computer Eyes Pro	299.95
TeleVEyes VGA-to-TV Converter	229.95

Math Co-processors	call
Boca Fax Modem 14400BPS v.32 bis,int.	239.95
Supra Fax Modem 14400BPS v.32bis,ext	299.95

EDUCATIONAL ENTERTAINMENT

ACT Studyware	29.95
Alge-Blaster Plus	29.95
Algebra+, V.II	32.95
Are We There Yet?	19.95
Barbie Design	15.95
Barbie Fashion	24.95
Beauty&Beast Print Kit	14.95
Bodyworks	47.95
Carmen S.Diego series	
Chal Ancient Empire	29.95
Destination Mars	34.95
Dick Tracy Print Kit	14.95
Dinosaur Designer	19.95
Donald's Alphabet	12.95
Dr. Quandry	35.95
Eco Quest	33.95
Earthquest	35.95
Friendly Computer	29.95
Geo Jigsaw	19.95
GMAT Studywre	29.95
GRE Studyware	29.95
Kid Pix	34.95
Kid Works	29.95
Knowledge Adventure	47.95
LSAT Studyware	35.95
Marvin Moose	31.95
Math Blaster+	29.95
Math Mystery	29.95
Math Rabbit	25.95
Math Zone	32.95
M.Beacon Typing	31.95
McGee	24.95
McGee at the Fair	24.95
McGee: Katie's Farm	24.95
Memory Lane	26.95
Metrognome Music	29.95
Mickey's ABC	24.95
Mickey's 123	24.95
Mickey's Crossword	19.95
Mickey's Jigsaw	29.95
Mickey's Memory Chal.	19.95
Mickey/Minnie Print Kit	14.95
Mickey's Zoo	12.95
Midnite Rescue	29.95
Mind Games	6.95
Mixed Up Fairy Tale	29.95
Mixed Up Mothr Goose	41.95
Mutanoid Math Chal.	26.95
Newsroom	14.95
Nigel's World	35.95
Number Munchers	29.95
Once Upon A Time...	29.95
Operation Neptune	34.95
Orbits	35.95
Oregon Trail	29.95
Out Numbered	29.95
PC Globe 5.0	41.95
PC Globe 4.0	39.95
PC USA 2.0	29.95
PPan/RHood Print Kit	19.95
Phonics Plus	26.95
Playroom	29.95
Prin of Biology	24.95
Prin of Calculus	29.95
Prin of Chemistry	24.95
Prin of Economics	24.95
Prin of Physics	24.95
Random House Encyc	71.95
Reader Rabbit I	29.95
Reader Rabbit II	34.95
SAT Personal Trainer	29.95
Science Adventure	47.95
See the U.S.A.	28.95
Spell-a-Saurus	29.95
Spellbound	31.95
Spell It+	29.95
Stickybear Reading	24.95
Stickybear Typing	29.95
Story Teller	31.95
SuperMunchers	29.95
Think Quick	31.95
Treasure Mountain	29.95
Treehouse	34.95
Typing Tutor 5	29.95
What's My Angle (geometry)	29.95
Word Munchers	29.95
Writing & Publishing	39.95
Writer Rabbit	29.95
Young Math	22.95

GAMES

A-10E Tank Killer	35.95
Aces of the Pacific	46.95
Action 5:Silpheed,Thexder, FireHwk,Zilard,OilsWell	44.95
Action Stations	29.95
Advanced D&D series	call
Airbus A320	46.95
Allied Forces	41.95
Amer. Civil War, vols.	24.95
Amer. Gladiators	24.95
Armada 2525	32.95
Armor Alley	26.95
ATP Flight Assignment	36.95
Back to the Future series	
Bane of Cosmic Forge	38.95
Bard Tales III	29.95
Bart Simpson	29.95
Battle Command	22.95
Battle Isle	29.95
Bloodwych	24.95
Breach 2	19.95
Carrier Strike	41.95
Castle of Dr. Brain	29.95
Castles	35.95
Civilization	38.95
Colonel's Bquest	35.95
Command HQ	35.95
Conquest of Long Bow	39.95
Corporation	29.95
Countdown	31.95
Danger Zone	29.95
Dark Spyre	25.95
Decision at Gettysburg	23.95
Design own Railroad	34.95
D-Generation	31.95
Dragon's Lair series	
Dune	34.95
Dusk of the Gods	37.95
Elvira series	
F-117A Nighthawk	44.95
F-15 Strike Eagle II	29.95
Faerghail, Legend of	25.95
Falcon 3.0	44.95
Fighting for Rome	29.95
Final Conflict	29.95
Fire Team 2000	29.95
Flames of Freedom	29.95
Flight of the Intruder	32.95
Flight Sim 4.0	37.95
FS Aircraft & Scenery	27.95
FS Instrument P S	59.95
FS Mallard Hawaii	26.95
FS Mallard upgrade	26.95
FS New Facilities	19.95
FS Scenery	19.95
Four Crystals Trazere	31.95
Free D.C.	39.95
Future Wars	29.95
Genghis Khan	35.95
Global Conquest	35.95
Godfather	29.95
Gods	24.95
Grailquest	24.95
Gunship 2000	39.95
Hard Nova	19.95
Hare Raising Havoc	29.95
Harpoon series	
Heart of China	35.95
Hill Street Blues	24.95
Home Alone	24.95
Hyperspeed	34.95
Immortal, The	19.95
Indy Jones IV	38.95
JBond:Stealth Affair	29.95
Jetfighter II	39.95
Kings Quest series	
Knights of Sky	29.95
Leisure Suit Larry series	
Lemmings	29.95
Les Manley series	
LHX Chopper	25.95
Life & Death	23.95
Life & Death, Brain	25.95
Lightspeed	29.95
Little Mermaid/Beauty and Beast Print Kit	19.95
Loom	19.95
Lord of the Rings series	
Lost Admiral	35.95
MacArthur's War	29.95
Magic Candle II	36.95
Magnetic Scrolls	24.95
Manhunter 2	29.95
Maniac Mansion	16.95
Martian Dreams	35.95
Martian Memorandum	34.95
Matrix Cubed	31.95
MegaFortress	36.95
MegaTraveler II	32.95
MIG-29 Fulcrum	29.95
Might & Magic series	
Millennium	26.95
Mission Impossible	29.95
Murder	29.95
Nobunaga Ambition II	34.95
No Greater Glory	45.95
Nova 9	21.95
Operation Combat	29.95
Out of this World	36.95
Overlord	29.95
Panzer Battles	21.95
Paperboy 2	26.95
Patton Strikes Back	35.95
Pacific Islands	31.95
Perfect General	35.95
Planet's Edge	36.95
Police Quest series	
Power Monger	33.95
Predator 2	14.95
Prince of Persia	29.95
Quest for Glory	35.95
Racemaker	49.95
Red Baron VGA	39.95
Rise of Dragon	34.95
Romance 3 Kingdom II	39.95
Railroad Tycoon	32.95
Rules of Engagement	36.95
Sea Rogue	35.95
Second Front	38.95
Secret Monkey Island series	
Secret Weapons Luft.	42.95
Sex Olympics	24.95
Shanghai II	29.95
Shuttle	35.95
Sierra Network	19.95
Silent Service II	34.95
Sim Ant	35.95
Sim City	29.95
Sim City Graphic	21.95
Sim Earth	42.95
Sleeping Gods Lie	29.95
Space 1889	28.95
Space Ace II	35.95
Space Quest IV vga	37.95
Spellcasting series	
Spiderman	24.95
Spirit of Excalibur	29.95
Star Control	29.95
Star Trek 25th Anniv.	35.95
Stellar 7	24.95
Stratego	29.95
Teenage Ninja Turtles	24.95
Terminator II	39.95
Thexder:Firehwk	22.95
Thunderhawk	31.95
Time Quest	29.95
Twilight 2000	34.95
Typhoon of Steel	38.95
Ultima series	call
UMS II	29.95
UMS Planet Ed.	29.95
Uncharted Water	41.95
Vengence of Excalibur	29.95
Warlords	29.95
Western Front	37.95
Wild Wheels	31.95
Willie Beamish	34.95
Wing Commander series	
Wizardry series	call
Wonderland	35.95
Worlds at War	29.95
Wrath of Demons	29.95
Xenocide	28.95
Yeager Air Combat	36.95

BOARD, CARD AND SHOW GAMES

AnteUp Poker	24.95
Backgammon	19.95
Battle Chess	29.95
Blackjack	29.95
Bridge games	call
Casinos of the World	29.95
Chessmaster 3000	31.95
Concentration	14.95
Craps	19.95
Cribbage	27.95
Crossword Magic	31.95
Dealer's Choice	29.95
Femme Fatale	24.95
Four Queens Casino	24.95
Go Junior	22.95
Go Master	42.95
Hoyle III	29.95
Ishido	32.95
Klotski	24.95
Lexicross	29.95
Monopoly	24.95
Puzzle Master	29.95
Puzzles & Mazes	14.95
Risk	24.95
Scrabble Deluxe	35.95
Shogi Master	32.95
Solitaire (Bicycle)	29.95
Solitaire (Hoyle II)	22.95
Solitaire Royale	21.95
Solitaire's Journey	35.95
Sorry	14.95
Strip Poker	29.95
Super Jeopardy	24.95
Super Tetris	29.95
Tetris	22.95
Troika	17.95
Trump Castle II	29.95
Welltris	19.95
Wheel of Fortune	23.95
Wordtris	27.95

HOME & OFFICE

Animation, Paint	84.95
Animation Studio	77.95
AutoMap	59.95
CheckFree	49.95
Cookbook	29.95
Deluxe Paint II	85.95
Dvorak Typing	29.95
Everybody's Planner	62.95
Family Care Pediatrics	14.95
Far Side calendar	47.95
Grade Quick	47.95
Objection!	29.95
Studio of Greetings	43.95
Tempra Pro	299.95
Tempra GIF	114.95
Tempra Show	99.95
Vehicle Records	35.95
Virtual Reality Studio	54.95
Vista Pro	77.95
Wedding Planner	33.95

SPORTS

Andretti Racing Chal.	19.95
Bo Jackson Baseball	29.95
Boxing, 4D	19.95
College Football	35.95
Hardball II	29.95
Hardball III	34.95
JConner Tennis	31.95
Joe Montana Football	29.95
JMadden Football	29.95
JNicklaus Golf	34.95
JNicklaus Signature	41.95
Links	36.95
Microleague Footbl Dlx	41.95
Mike Ditka Football	32.95
Motocross	19.95
Nascar Challenge	29.95
NFL PRO Football	44.95
Pit Fighter	25.95
Sharkey 3D Pool	22.95
Speedball 2	24.95
Sports Adventure	47.95
Stunt Driver	29.95
Tony LaRussa Baseball	29.95
Tony LaRussa Expans.	14.95
Team Suzuki	24.95
Test Drive II	29.95
Test Drive III	34.95
W.Gretzky Hockey	33.95
Weaver Basball II	31.95
Wide World Boxing	29.95

WINDOWS

Battle Chess	29.95
Briefcase calendar	29.95
Casino Pack #1	31.95
Chessmaster 3000	37.95
Diet Pro	34.95
Distant Suns	47.95
Far Side calendar	49.95
Golf Companion	24.95
Herman calendar	19.95
Laffer Utilities	25.95
Mavis Beacon Typing	37.95
Entertainment Pak #1, #2 or #3, each	27.95
Money Manager	19.95
MS Works	129.95
Perks, utilities	24.95
Pixel Puzzle	39.95
Risk	29.95
Screen Works	19.95
Sim Earth	42.95
Speed Reader	29.95
Super Tetris	29.95
Typing Tutor 5	29.95
U.S.Atlas 3.0	49.95
Waves, sounds	19.95
Wired for Sound	32.95
World Atlas	49.95

CD ROMS

All Abt Science	249.95
Amer.Bus.Phnbk	39.95
Annabel's Dream	62.95
Apollo	50.95
Bible Library	53.95
Britan.Fam.Chce	74.95
Business Master	42.95
Carmn S.Diego	69.95
CIA World Tour	67.95
Cse Caut.Condor	38.95
CD-Rom Collect.	29.95
CD Directory	109.95
Classic Fairy Tls	72.95
Corel Artshow 91	72.95
Education Master	42.95
Elec.Home Libry	74.95
Family Doctor	107.95
Game Collection	49.95
Game Master	42.95
GeoVision (Win)	39.95
Golden Immortal	29.95
Grab Bag	24.95
Grandma & Me	call
Jones Fast Lane	40.95
Jungle Safari	72.95
King's Quest V	41.95
LangGame/Fren	59.95
LangGame/Span	59.95
Magazine Rack	46.95
Mastering Math	129.95
MS Stat Pack	89.95
Mixed M.Goose	45.95
Monarch Cliff Nts	74.95
MSDOS archives	31.95
Murdr Str.Dedfelo	38.95
Night Owl's 4.1	29.95
Night Owl's 5.0	44.95
PC-SIG 10th Ed	195.95
Pixel Garden	64.95
Reasoning Skills	59.95
Santa Fe	29.95
Shakespear Illust.	29.95
Shks Comp Wks	22.95
Shareware Xpres	33.95
Sherlock Holmes	29.95
SH Consult Det.	43.95
SH Hound Bskvl	43.95
Sleeping Beauty	36.95
Spanish, Learn	72.95
Stellar 7	40.95
Street Atlas (win)	72.95
TimeTbl: Arts &E	73.95
TimeTbl Science	85.95
Toolwks Ref Libr	98.95
Ultima I - VI	82.95
USA Factbook	39.95
US Atlas, win	93.95
US Presidents	51.95
US Wars, each	51.95
US/World Atlas	86.95
VGA Spectrum	29.95
Vintage Aloha	29.95
WCI w/Msns 1&2	69.95
WCI w/Ultima VI	69.95
Wild Places	38.95
Women Motion	43.95
World View	29.95

CDROM MPC

American Vista	59.95
Annabel's Dream	62.95
Autodesk Explr	127.95
Battle Chess	47.95
Beethoven MM	59.95
Chessmstr 3000	69.95
Composr Quest	69.95
Dictnry.Children	43.95
Elec.Library Art	72.95
Guiness Records	74.95
Mammal encyc.	84.95
MBeacon Typing	69.95
MS Bookshelf	139.95
MS Works (win)	134.95
Spirit Excalibur	37.95
World Atlas, win	93.95

VISA

Prices and availability subject to change. All sales final. We do not guarantee compatability. All software is factory fresh and unopened. We are not responsible for manufacturer's defects. Contact publisher regarding defects. Shipping: 1st game $5; add'l games add $1 each in Cont. US. 2nd Day Air $6 1st game, add'l games add $1 each in Cont.US. COD add $4. CA residents add 7.75% tax. All prices are US $.

MasterCard

Circle Reader Service #100

town and kidnapped his sister. After a series of nasty encounters with Draconians and friends in a maze of caverns, the party loses the trail in a storm at sea. This inaugurates the underwater adventure in the Sea Elf complex, where evil Sahaugin and enraged sea dragons are running rampant.

When everything has been set to rights, the team is sent on to Taladas, where the main action takes place, about half of it on the mainland and the other half in the two towers on the Burning Sea. Up to this point, *DQK* plays pretty much the same as any gold box game. Once in Taladas, however, matters take a definite turn for the worse.

One thing you come up against very often is the fraudulent choice. A number of situations arise where you are *supposedly* given different courses of action. No matter what you pick, the result is always the same. For example, in New Aurim you infiltrate the palace in disguise. There you are given the assignment of escorting new Draconian recruits to Hawkbluff.

This is a setup. Your team is hardly on its way when they are attacked by rebels, who start killing the recruits. It doesn't matter what you do; run, attack, or wait, the recruits all die. This, mind you, occurring in front of a manned guardpost, where no one comes to help or gives an alarm.

There are many such instances, but certainly the worst is the lighthouse at Hizden. You must talk to the sage who lives there. So, your party toils up eleven flights, fighting past Gorgons, Beholders, Spiders, Iron Golems and other delightful critters, until they reach a door. At the door, the usual three choices of bashing it, picking the lock or using a knock spell are presented.

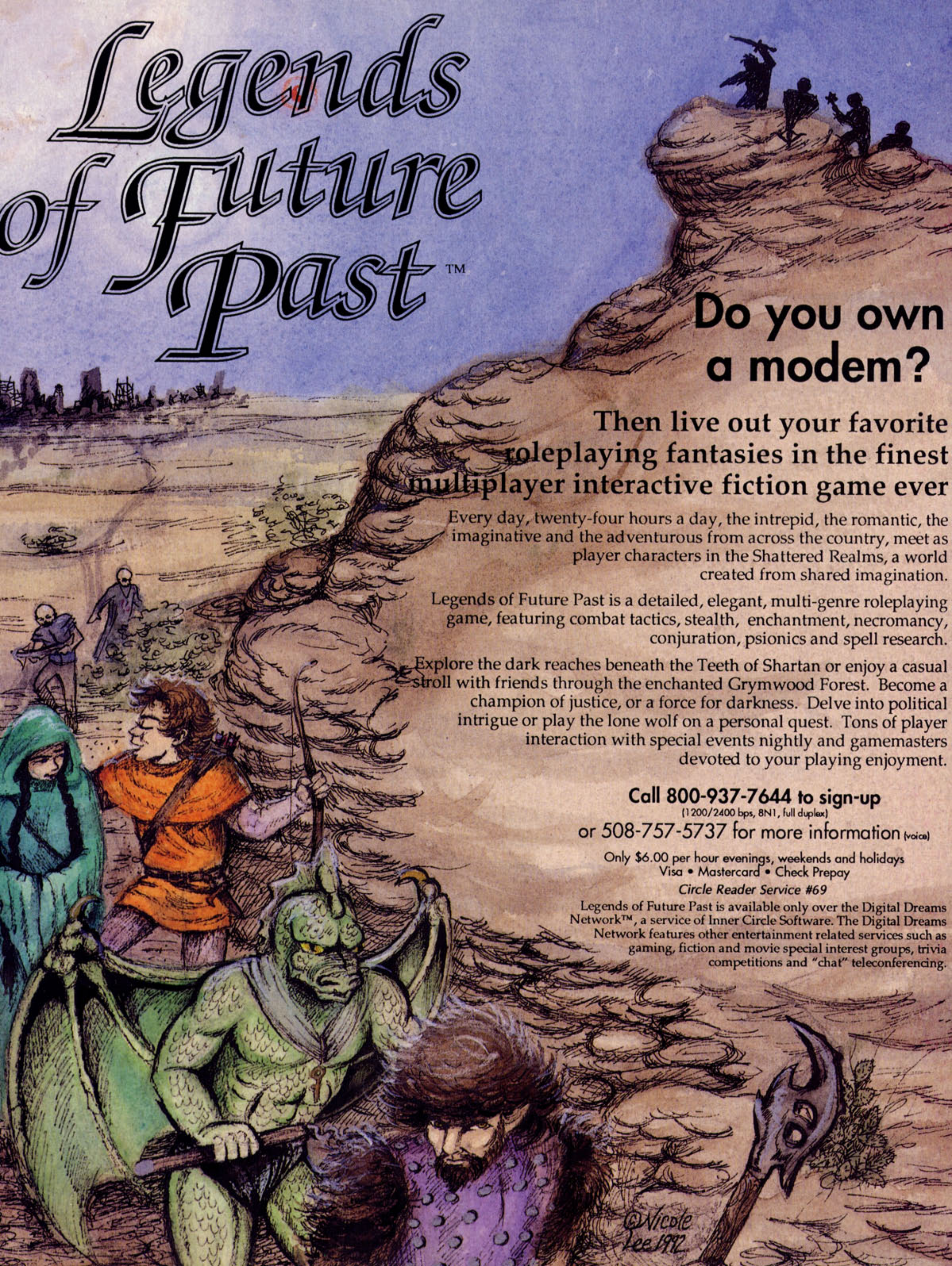
None of that matters, since none of those will open the door. The *real* way to the sage is back down on level one, where a teleporter is hidden behind an illusionary wall that is *not* detected when you have Search active. The only way to find it is to walk into all the walls until you hit the right one. You might figure this out when you reach level ten and find the dying Elf woman, who mumbles some cryptic clues about a "porch" (the porch being the small enclosed area that has the teleporter).

The unfortunate thing is that there are a couple of places where your choice does make some sort of difference, but by that time you are likely to have developed a mindset of "it doesn't matter." So you still have to approach each situation as though the choices were important, so you don't miss those rare occasions when your actions do produce different results.

These situations are bad enough, and the unusually high amount of damage your party takes does not make things any better. One of the nastiest encounters occurs in the Gnome Tower, where you are looking for the missing Gnome King.

After a single combat in one room, you go through a door into the next one. As you pass through the door, your party is hit with spells, taking an average of about 30 points or so damage, which cannot be avoided by any means. Even characters inside a Globe of Invulnerability will be injured, so you begin the fight in less than optimum condition.

Since you're up against Enchanted Draconians and a Dark Wizard, this is a tough battle. It can be tougher if you have bad luck. On one try (we had to go through this one several times before succeeding), the Dark Wizard went first, and cast a Delayed Blast Fireball. Between that fireball, and the door damage, Gawain, my Rose Knight (wearing a ring of fire resistance),


Legends of Future Past™
Do you own a modem?
Then live out your favorite roleplaying fantasies in the finest multiplayer interactive fiction game ever
Every day, twenty-four hours a day, the intrepid, the romantic, the imaginative and the adventurous from across the country, meet as player characters in the Shattered Realms, a world created from shared imagination.
Legends of Future Past is a detailed, elegant, multi-genre roleplaying game, featuring combat tactics, stealth, enchantment, necromancy, conjuration, psionics and spell research.
Explore the dark reaches beneath the Teeth of Shartan or enjoy a casual stroll with friends through the enchanted Grymwood Forest. Become a champion of justice, or a force for darkness. Delve into political intrigue or play the lone wolf on a personal quest. Tons of player interaction with special events nightly and gamemasters devoted to your playing enjoyment.
Call 800-937-7644 to sign-up
(1200/2400 bps, 8N1, full duplex)
or 508-757-5737 for more information (voice)
Only $6.00 per hour evenings, weekends and holidays
Visa • Mastercard • Check Prepay
Circle Reader Service #69
Legends of Future Past is available only over the Digital Dreams Network™, a service of Inner Circle Software. The Digital Dreams Network features other entertainment related services such as gaming, fiction and movie special interest groups, trivia competitions and "chat" teleconferencing.
©Nicole Lee 1992

dropped from his usual 138 hp's down to 50, and combat has just begun.

When this combat ends (assuming your party survives), there is a short automatic interlude (with another set of spurious choices), followed by your team taking more unavoidable damage, followed by a second fight (with more of the same opponents), all with no opportunity to save.

Aside from this, there are other occasions throughout the game where you have two or more fights back-to-back with no chance to save in between. If you have Elves in the party who end up dead, or if the whole party should die, somewhere along the way, you can't do much aside from restoring and trying again (possibly many agains), until you come out the victor.

Your task of surviving is not made any easier by the inclusion of Enchanted Draconians to the roster of evil critters. Anyone who played *Champions of Krynn* knows about Auraks, the dragonmen that blow up when they die for real. Now, there are Sivaks, Bozaks and Kapaks who also explode when they die.

Enchanted Sivaks go out like a meteor swarm, although the damage they do (if your people are protected by Globes and Fire Resistance) is fairly minor. Enchanted Kapaks splatter into acid puddles that go in several random directions, and that damage, too, is not especially potent.

Enchanted Auraks are similar to the regular ones, except they do much more injury when they explode: 16d8 is nothing to sneer at. Gawain got caught once, for about 80 hps of damage. Fortunately, Auraks (of either kind) become motionless before they blow up, so you can simply move everyone away (far away) to avoid severe pain.

The Enchanted Bozaks, however, are something else. They blow up doing magical damage, for which there is no protection, over an area similar to that of an Ice Storm. The average hit from a dying Bozak is about 20 points, sometimes less. In addition, they have fire shields up, so you don't want anyone striking them with a hand weapon.

Any of these Draconians in a combat is plenty; when there are several, or a mixed bag of several, you can expect that your party will be hurting when the fighting ends. Having clerics with a raft of healing spells is an absolute necessity in the game.

Money is another sore point in the game. Your party is showered with coins, gems and jewels, but there is little to do with this wealth. Training is free. Inns are free. Healing at temples is free. Most items for sale are so mundane that they are not worth bothering about and the few magical things you can buy are easily affordable. There are only two places in *DQK* where cash is important, and even then, you don't need all that much.

I went through the game twice. The first time around was extraordinarily difficult (on novice level, yet!) since I didn't know until too late that the multi-class characters could be trained up. The second run was, of course, not quite so hard, since I knew what to expect and the party was training properly as we went along. High level (20+) mages do make a big difference, as their spells not only generate more damage, but seem to have a better chance of getting past Draconian magic resistance.

Overall, *DQK* is the nadir of the gold box games. The excessiveness of combat surpasses even that found in *Silver Blades*. Fake choices, pointless activities and useless treasure provide no enjoyment. What was meant to be a challenge comes off as a frustrating exercise in survival that only the most devoted hack'n'slashers would want to experience. CGW

DISK-COUNT SOFTWARE

ORDERS ONLY
800-448-6658
PRODUCT INFO & OTHER BUSINESS
908-396-8880

MASTER CARD, VISA, DISCOVER AND AMERICAN EXPRESS ACCEPTED WITH NO SURCHARGE

SHIPPING IS JUST $4.00 PER ORDER! NOT PER ITEM "

LOWEST DELIVERED PRICES! WE WILL BEAT ANY ADVERTISED PRICE. ˙

ABC Wide World Sport Box	31
Aces of the Pacific	42
Action Stations	32
Scenario Disk '22-'45	
Adventure of Willy Beamish	37
AlgeBlaster Plus	31
Algebra Made Easy	25
Amarillo Slims Dealer Choice	32
Animation Studio	75
Arachnophobia	19
Are We There Yet?	32
Armada 2525	32
Armor Alley	27
Automap	49
Back to the Future 3	25
Backgammon By George	26
Bane of the Cosmic Forge	36
Bard's Tale Construction Set	35
Bart Simpson House/Weirdness	31
Battlechess (all versions)	31
Battlechess 2	31
Battle Command	32
Battlefield 2000	37
Battle Isle	32
Battles of Napoleon	31
Battlestorm	31
Battletech 2	19
Berenstain Bear Counting	17
Berenstain Bear Color	25
Berenstain Bear Letter	25
Bicycle Poker	37
Bill Elliott NASCAR	31
Blitzkrieg	32
Bloodwych	25
Bo Jackson Baseball	31
Captain Comic 2	15
Carriers at War	37
Casino Pack 1	32
Castles	37
Northern Campaign Scenario	19
Castle of Dr. Brain	31
Challenge of Ancient Empire	31
Champions	38
Champions of Krynn	32
Checkmate	34
Chessmaster 3000	32
Chessmaster 3000 Windows	38
Children's Writing and Publ	42
Chuck Yeager Air Combat	38
Civilization	39
Conan: The Cimmerian	31
Conflict: Middle East	37
Conquest of Longbow	42
Conquest of Comelot	19
Corporation	31
Covert Action	37
Crime Wave	37
Crisis in the Kremlin	37
Crossword Magic	32
Dagger of Amon Ra	42
Dark Queen of Krynn	32
Darklands	
Death Knights of Krynn	32
Deluxe Paint II Enhanced	88
Demoniak	31
Design Yor Own Home	39
Design Your Own Railroad	39
Design Your Own Train	39
Designasaurus II	23
Destination: Mars	37
Dino Wars	25
Dolphin Simulation	32
Dr. Quandry	37
Dragon's Lair	25
Dragon's Lair 2	37
Dragon Lair: Singe Castle	37
Dream Team NBA	31
Ducktales: Quest for Gold	15
Dusk of the Gods	38
Dynamix Bundle	42
Earl Weaver 2	32
Commisioner Disk	15
Player & Mgr. Disk	15
Earl Weaver 2 Comm.	55
Earthquest	37
Eco Phantoms	31
Eco-Quest 1	37
Eco-Saurus	25
Elite Plus	31
Elvira	35
Elvira 2: Jaws of Cerberus	42
Entertain. Pak Wind. 1,2 or 3	28
Eye of the Beholder	32
Eye of the Beholder 2	38
E Z Cosmos	42
F-14 Tomcat	19
F-15 Strike Eagle 2	
F-15 2 Scenario Disk	19
F117a Stealth Fighter 2	47
Falcon 3.0	48
Family Tree Maker	42
Far Side Computer Calendar	49

Femme Fatale	26
Femme Fatale Data Disk	21
Flames of Freedom	31
Flight of the Intruder	37
Flight Simulator A.T.P.	37
Flight Simulator (Microsoft)	41
Scenery Set A	37
Scenery Set B	37
California	22
Great Britian	37
Western Europe	22
Instument Pilot Scenery East U.S or West U.S.	69
Sound & Graphics	25
Flight Planner	25
Instant Facilities Locator	26
Free D C	37
Geisha	31
GeoJigSaw	25
Global Conquest	37
Godfather	32
Gold of the Aztec	31
Go Master	49
Grand Slam Bridge	20
Gunship 2000	42
Hardball 3	37
Hare Raising Havoc	31
Harpoon	38
Harpoon Challenge	57
Headline Harry & Paper Chase	37
Hole in One Golf	22
Home Alone	26
Hoverforce	31
Hoyles Book of Games 1 or 2	22
Hoyles Book of Games 3	31
Indiana Jones 4	38
Jack Nicklaus Signature	42
J. Nick. Course Disk 3,4 or 5	14
J. Nicklaus Clip Art #1	17
Jetfighter 2	42
Jimmy Conners Tennis	32
Jones in the Fast Lane	25
Kid Pix	37
Kid Works	31
Killing Cloud	31
Kings Quest Bundle	42
Kings Quest 1 VGA	37
King's Quest 5	42
Laffer Utilities DOS or Wind.	22
Leather Godess of Phobos 2	42
Legend of Faerghail	32
Leisure Suit Larry Bundle	42
leisure Suit Larry 5	42
Lemmings	31
Oh No More Add-on Disk	22
Lemmings - Oh No More	31
L'Empereur	37
Les Manley 2: Lost in L.A.	37
Lexicross	25
Life and Death 2	32
Lightspeed	37
Links	36
Links Course Disk (each)	16
or order 3 or more (each)	15
Lord of the Rings 2	37
Lost Admiral	38
Lost Treasures of Infocom	42
Magic Candle 2	38
Manhole	31
Mario Andretti Racing	32
Martian Dreams	37
Martian Memorandum	36
Marvin the Moose 1 or 2	31
Math Blaster Mystery	31
Math Blaster Plus	31
Math Rabbit	25
Math Zone	31
Matrix Cubed (Buck Roger 2)	32
Mavis Beacon Teaches Typing	32
Mavis Beacon Windows	38
McGee at the Fun Fair	25
Mean Streets	37
Mechwarrior	19
Medieval Lords	38
Mega Fortress	38
Mega Traveller 1 or 2	37
MetroGnomes Music	31
Mickey ABC's, Color or 1-2-3's	25
Mickey Jigsaw Puzzles	31
Mickey ABC's Combo Pack	37
Micro Cookbook	31
Microleagu 4 Baseball	42
Microleague Football Deluxe	42
Midnight Rescue	31
Might and Magic 3	38
Millennium 2200	25
Milliken Storyteller	32
Mike Ditka Ultimate Football	37
Mixed-Up Fairy Tales	31
Moonbase	25
Mutanoid Math Challenge	31
Nigel's World	37

Ninja Turtle Arcade Game	25
Ninja Turtle: Adventure	31
Nobunaga's Ambition	37
No Greater Glory	42
Number Muncher	30
Obitus	31
Oil's Well	22
Omar Sharif on Bridge	37
Operation Combat	31
Operation Neptune	37
Orbits	37
Oregon Trail	30
Once Upon a Time 1, 2, or 3	31
Out of This World	37
Outnumbered	31
Overlord	30
Pacific Islands	
Paperboy 2	27
Patriot	38
Patton Strikes Back	37
PC Globe	39
PC USA	31
PC Study Bible	90
Penthouse Jigsaw	26
Perfect General	37
Perfect General Data Disk	22
PGA Tour Golf	32
PGA Golf Complete	49
Phonics Plus	26
Pitfighter	22
Planets Edge	38
Playroom w/ Sound Disk	31
Police Quest 3	37
Pools of Darkness	38
Powermonger	32
Prehistoric	31
Print Shop	36
Print Shop Companion	31
Print Shop Graphics (each)	22
Railroad Tycoon	37
Random House Encyclopedia	69
Reader Rabbit	31
Reader Rabbit 2	37
Read 'n Roll VGA	31
Red Baron	42
Realms	31
Riders of Rohan	31
Rise of the Dragon	37
Risk for Windows	31
Road to the Final Four	37
Robosports Windows	37
Rocketeer	31
Rocketeer w/ Sound Source	42
Roger Rabbit	31
Rollerbabes	25
Romance of the Three Kings 2	42
Rules of Engagement	38
Savage Empire	37
Scabble Deluxe	36
Sea Rogue	31
Second Front	38
Secret of Monkey Island 2	38
Secret Weapons of Luftwaffe	44
P-38 Mission Disk	20
P-80 Shooting Star	20
Shuttle	36
Sierra Starter Bundle	42
Silent Service 2	37
Sim Ant	37
Sim City	30
Sim City Graphics (each)	22
Sim City Windows	37
Sim Earth	42
Simpson Adventure	31
Solitaires Journey	31
Space Ace	37
Space Ace 2: Borf's Reven.	37
Space Quest Bundle	42
Space Quest 4	42
Spacewrecked	31
Speedball 2	25
Spellbound	31
Spellcasting 201	42
Spell-it Plus	31
Spirit of Excalibur	30
Star Trek 25th Aniv.	37
Stickybear Math Tutor	30
Stickybear Pre-School	30
Stickybear Reading Tutor	30
Stickybear Spelling Tutor	30
Storm Across Europe	38
Strip Poker 3	32
Strip Poker Data Disk (ea)	17
Studyware for the ACT	31
Studyware for the SAT	31
Stunt Driver	
Stunt Island	37
Super Munchers	30
Super Spellacopter	22
Super Tetris	31
Taking of Beverly Hills	25
Tank (new version)	37

Team Suzuki	25
Team Yankee	37
Terminator	35
Test Drive 3: The Passion	37
Theatre of War	32
Thunderhawk	25
Tony LaRussa Ultimt. Baseball	32
Tony LaRussa add-on (ea.)	15
Top Gun Dogfighting Simulator	31
Tracon 2	31
Tracon For Windows	38
Treasure Mountain	31
Treasures of Savage Frontier	32
Treehouse	37
Trump Castle 2	31
Twilight 2000	37
Ultima 7	47
Ultima Trilogy 1	38
Ultima Trilogy 2	49
Ultima Underworld	47
Ultrabots Sanction: Earth	37
U.M.S. 2	
U.M.S. 2: Planet Editor	31
U.S. or World Atlas	38
U.S. or World Atlas Window	49
Vengeance of Excalibur	30
Warlords	32
Wayne Gretzky Hockey 2	35
Western Front	38
What's My Angle	31
Where is Carmen Sandiego	
in America's Past	36
in Europe	31
in Time	31
in USA	31
in World Deluxe	49
Wild Wheels	32
Wing Commander Deluxe	49
Wing Commander 2	49
Special Operations Disk	25
Speech Disk	15
Wizardry Trilogy	31
Word Muncher	30
Wordtris	25
World Class Soccer	26
Writer Rabbit	31
Wrath of Demon	31
Your Personal Trainer S.A.T.	31

C D ROM

1991 Grolier Encyclopedia	215
3D Construction Set/Castle Master	62
Aloha Hawaii	45
Atlas Pack	59
Audubon's Mammals	37
Barney Bear Goes to School	26
Batik Designs	45
Battlechess	49
Bible Library	299
Bookshelf	129
Britannica Family Choice	125
Britannica Family Doctor	59
Carmen in World Deluxe	69
C D Game Pack	55
Collection of CIA World Facts	39
Comptons Encyclopedia	409
Conquest of the Longbow	37
Corel Draw	429
Game Collection	51
Golden Immortal	45
Gunship / Midwinter	62
Illustrated Shakespeare	37
Jones in the Fast Lane	37
Kings Quest 5	42
M-1 Tank Platoon	62
Manhole	49
Magazine Rack	49
MIG 29 / MIG 29M	62
Mixed Up Mother Goose	37
Multimedia Beethoven Ninth	59
Multimedia Bookshelf Wind.	129
Prince of Persia/ Nam '65-'75	62
Private Pictures (Adults Only)	65
Railroad Tycoon	62
Red Storm Rising/ Carrier Command	62
Reference Library	80
Shakespeare	37
Sherlock Holmes	37
Sherlock Holmes Consulting	42
So Much Software	59
Sophisticated Santa Fe	45
Space Quest 4	37
Stat Pack	83
Stellar 7	37
Time Magazine Almanac	129
Time Table of History	69
U.S. Atlas	42
Vintage Aloha	45
Wild Places	45
Wing Commander / Ultima 6	70
World Atlas	42

Caddies $12ea. 5 for $ 50

UTILITIES

386 Max	65
Above Disk	61
Adobe Type Manager	61
After Dark for Windows	29
Autodesk Animator Mltimda.	129
Automenu	35
Bannermania	22
Becker Tools	75
Calendar Creator Plus	49
Carbon Copy	115
Central Point Anti Virus	85
Colorix	95
Copy II PC	35
Correct Grammar /Windows	62
Data Ease Personal	95
Definitions Plus	60
Deluxe Paint II Animation	88
Desqview	79
Desqview 386	125
D R DOS 6.0	69
Dvork on Typing	31
Express Publisher	95
Facelift	65
Far Side Computer Calendar	49
Geoworks Pro	119
Grammatik 5 or Windows	57
Hijaak	99
Info Select	85
Laplink 4 Pro	105
Lotus Works	84
Microsoft Quick Basic	65
Microsoft Quick C	65
Money Counts	27
MS DOS 5.0	47
MS DOS 5.0 Upgrade	57
Norton Utilities	115
PC Anywhere 4	115
PC DOS 5.0 Upgrade	55
PC Kwik Powerpak	75
PC Paintbrush 4	61
PC Paintbrush 4 +	114
PC Tools	115
PFS: First Choice	75
PFS: First Publisher	75
PFS: Window Works	75
Printmaster Plus	36
Print Shop	36
Procomm Plus 2.0	69
Pyro Screen Saver	35
QEMM	61
Q DOS 3	46
QRAM	49
Quicken 5.0	45
Quicken for Windows	39
Quicken Quick Pay	39
RBase Personal	97
RightWriter	55
Software Carousel	59
Stacker	79
Stacker w/ 16 Bit Card	179
Superstor	78
Turbo Cadd v2.0	85
Turbo EMS	52
Word Perfect 5.1 or Window	249
Windows 3.1	90
Winfax Pro	74

MICE & TRACKBALLS

Appoint Mouse Pen Pro	70
CH Roller Mouse Serial	85
CM290E Mouse	24
Expert Mouse Serial	95
Koalapad + w/ Dr. Halo	89
Microsoft Mouse	85
Mouseman Serial	69
Mouse Systems PC Mouse	389
Mouse System Trackball	59
Trackman Serial	79

FAX & MODEMS

Frecom Fax 96	109
Frecom Fax 96 Oneliner	139
MaxFax 9624 Fax/ Modem	115
Practical Peripherals	
PM 2400 Internal	129
PM 2400 External	175
US Robotics	
Courier 2400	289
Courier 2400 w/ MNP	299
Sportster 2400 Ext.	149
Sportster 2400 Int.	129
Sportster 2400 w/ MNP	215
Zoom External	67
Zoom Internal	65

SCANNERS

Complete Half Page Scanner	185
Complete Hand Scanner	155
Mouse Sys. Pagebrush 32	165
Niscan Scanner w/ OCR	285
Scanman 32	160
Scanman 256	265
Scanman 256 Microchannel	349

SOUND CARDS

AD LIB	
Ad Lib Sound Card	79
Ad Lib Microchannel	139
Personal Cmptr. Music Syst.	118
Ad Lib Gold 1000	179
Ad Lib 1000 SCSI Adapter	57
PC Telephone Answering Syst.	69
Surround Sound Module	69
Ad Lib Gold 2000	249
Ad Lib Gold MicroChannel	339
Programmers Manual	26
Visual Composer	64
COVOX	
Sound Master 2	145
CREATIVE LABS	
Sound Blaster	119
Sound Blaster Microchannel	219
Sound Blaster Pro	189
Sound Blaster Multimedia Kit	579
S. B. CD-ROM w/ Software int.	360
S.B. CD-ROM External	419
MEDIA VISION	
Pro Audio Spectrum Plus	189
Pro Audio Spectrum 16	229
Multimedia Upgrade w/ Pro 16	999
Thunderboard	95
ROLAND	
SCC-1	395
Sound Canvas	559

MIDI INTERFACE

KEYELECTRONICS	
Midiator (Serial for Laptops)	95
MUSIC QUEST	
PC Midi Card	79
MQX-32	185
ROLAND	
MPU-IPC	135
MPU-IMC	245
TWELVE TONE	
Cakewalk Apprentice Starter	145
SOFTWARE TOOLWORKS	
The Miracle	349

MIDI SOFTWARE

BIGNOISE	
Cadenza	129
DR T.	
Copyist Apprentice	95
Copyist Pro/ DTP	245
DYNAWARE	
Ballade	129
IBIS	
Play it by Ear	69
Rhythm Ace	69
MUSICATOR	
Musicator	375
PASSPORT	
Encore	379
Master Tracks Pro/ Wind.	249
Music Time	169
Trax for Windows	60
P G MUSIC	
Band in a Box	69
SONGWRITE	
Songwrite 5	65
TEMPORAL ACUITY	
Music Printer Plus	419
Piano Works	95
TWELVETONE	
Cakewalk	95
Cakewalk Pro	169
Romeo	25

JOYSTICKS

ADVANCED GRAVIS	
Gravis Joystick	35
BONDWELL	
Aviator 5	32
Intruder 5	30
Warrior	18
CHPRODUCTS	
Flightstick	44
Game Card 3 Automatic	31
Mach 3	31
KRAFT	
KC3 Joystick	18
Thunderstick	28
MAXX	
Maxx Flight Yoke	69
Maxx Pedal	39
THRUSTMASTER	
Thrustmaster	69
Weapons Control	79

SKINS & PADS

Dust Covers	15
Grounded Wrist Straps	9
Keyboard Skins	15
Static Pads	
Large- System	15
Stax (Dust Repellent)	5

MASTER CARD, VISA, DISCOVER, AND AMERICAN EXPRESS ACCEPTED. NO SURCHARGE ON CREDIT CARDS. NO C.O.D.'S BY MAIL: P.O. BOX 3, CARTERET, N.J 07008. ALL PRODUCTS ARE NEW. WE DO NOT GUARANTEE COMPATIBILITY. NO REFUNDS! EXCHANGES ON DEFECTIVE MERCHANDISE ONLY WITH THE SAME ITEM . R.M.A. REQUIRED. NO EXCEPTIONS. "SHIPPING CHARGES: TO THE CONTIGUOUS 48 STATES $4 PER ORDER. ALASKA, HAWAII AND PUERTO RICO $10 1st PC. $1 EA. ADD. APO/FPO BOXES $6. PER ORDER. HEAVIER ITEMS EXTRA. CANADA $8 1st PC. $1 EA. ADD. TWO DAY AND OVERNIGHT SERVICE AVAILABLE. N.J. RESIDENTS ADD 7% SALES TAX. CALL FOR CURRENT PRICE AND AVAILABILITY. ˙DOES NOT INCLUDE CLOSEOUTS, LIQUIDATIONS, OR LIMITED QUANTITIES AND PRODUCT MUST BE SHIPPING. FOR YOUR PROTECTION, WE WILL ONLY SHIP TO THE ADDRESS ON THE CREDIT CARD. FAX # 908-396-8881

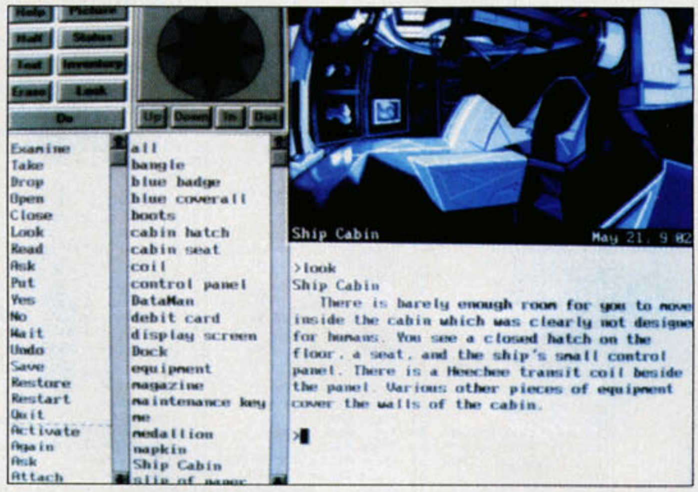
Circle Reader Service #59

Warning: *Although "The Scorpion's Tale" takes place in a warm and comfortable tavern of the mind, complete with a nice, cozy fire of vibrant images, our resident storyteller conjures up illuminating hints about games.* **If the gentle reader eschews hints, let him beware!**

Scorpion's Tale

Gateway

from Legend Entertainment



Back for more, I see. Well, Fred is back, too, from the Annual Grues Convention, so just sit down and relax while he pours you a cold one. You'll probably need it, before *and* after the little trek you're about to take into the wild black yonder.

Gateway is the latest adventure game from **Legend Entertainment**. You may think it odd that I'd tell the "Tale" on this one. After all, the game comes with a free hintbook — and therein lies the rub. It isn't so much a hintbook as an answer book. Instead of providing little nudges working up to the solution, it gives you the answer right off. Handy when you're *really* stuck, but many people would rather have the nudge than the solution ... so here's your nudge (grin).

Before getting to the good stuff, though, there are a couple of problems you need to know about. At the armory, save before going inside. Exit to DOS, re-boot the game, start from the beginning, and then, load in your save at the armory door. This will reset certain pointers so you can use the button (when you find it).

The other problem comes with exiting the ship while music is playing. On Sigma Dayan 7, the game locked up when I stepped out of the ship with the music on. After rebooting and turning off the music before leaving the ship, I had no further problems. As a precaution, I made sure to turn off the music on all subsequent landings on any planet, and the game never crashed again.

Gateway is a space station built by the Heechee, a vanished race of aliens popularized by science fiction genius Frederick Pohl. No one knows what they were up to, why they suddenly disappeared or how a lot of their technology works. Yet, the Heechee left behind a fleet of perfectly operational starships that can go faster than light. Too bad that Earth scientists haven't been able to figure out where all the course codes go.

That's where you come in. You, lucky person, are a Gateway prospector. This means you get into a Heechee ship, punch in an unintelligible bunch of symbols and wait to see where you end up. Just what you've always wanted to do, right?

Anyhow, it's your first day on the station, so you'll probably want to look around a bit (the place isn't large; none of the locations in the game are), but try not to miss ship-handling class. You don't get your blue badge unless you attend, and no badge means no trips.

It isn't long before you find out that there are two badges, blue and green. The greenies are the elite prospectors, who have a better chance at finding something worthwhile on their jaunts (although they still don't know where they're going). Wouldn't you rather have a green badge?

Talking to the right people, and spending a little cash will help you towards that goal ... but first, you have to prove yourself. That means a trip or two into the unknown. As a blue badge, you get six course codes. Five of these don't lead anywhere special (just out and back), but one of them will strike paydirt of sorts. Not much, but enough for your purposes.

So, you land on this planet (remember to check before every landing to see if you need your spacesuit), and all you



Mindcraft presents: ***Siege***. Finally, a strategic simulation of pulse pounding, thought provoking medieval style castle assault.

Historical and Fantasical elements combine to challenge your leadership with a never-ending variety of contests and dilemmas. Do your knights sortie against the rabble outside your gates? Can your spies learn the enemy's plans in the dead of night, and return to tell the tale? Is your wizard still strong enough to shroud the enemy camp in sheets of flame to halt their progress?

Siege gives you four castles to attack and defend. You can't do it all yourself; you must depend on your vassals and their troops, each with his or her own abilities and skills.

Attack or defend in any one-castle scenario, then test your mettle in extended campaigns to prove your mastery of the art of Siege. Or design your own scenarios. What if Highrock Fortress were held by trolls, or Usk'hem Gart by elves? More castles, more scenarios, and more campaigns are on their way from Mindcraft.

MINDCRAFT

2291 205th Street, Suite 201, Torrance, CA 90501

Actual screen photos from the IBM VGA version.

Circle Reader Service #78

have to do is get into the dome. Not very hard, if you take time to explore the area. Once you're inside, picking up the artifact is simple, and before long, you're on your way back to Gateway and a green badge.

So far, so good. While you wait for your green badge class, you probably want to spend the time figuring out how to snatch the tuning fork in the museum. Bet you already figured out you need this for something or other. That need doesn't really show up until well along, but what the heck, a little thievery will help to pass the time.

Of course, you just can't walk in and take it (unless you're looking for trouble). First, you need a little trivial exercise. Second, you have to pay close attention to the other artifact, the one that looks like a toaster oven (but isn't). Now you put the first and second together, and you get ... well, you get something helpful, let's put it that way.

You've probably also wandered into the park (of sorts). Probably, you even noticed that big lever. Naturally, you're a nice person, but sometimes it pays to be not so nice (about the only time in the game, in fact). Hint: it isn't the tools that you need.

It's likely you've also found your way to the VR (Virtual Reality) lab. Here you can do your good deed for the day by entering the Beach simulation and breaking it (you don't have to bother with the Psych sim). This is easier than it looks, once you figure out you need to be generous.

We don't want to overlook the armory. There's a nice little gun inside, which you can't just walk off with (although you'd think that you would be issued a weapon, considering the dangers of flying off into the great unknown). You have to sneak it out another way. This is related to one of the problems mentioned at the start of the article, and there's no point to entering the armory until you have the key.

Well, by this time you're ready for green badge class. You get a little info, but ship handling is just the same as before. The big thing is that you get a course code. Just one, but that's plenty, and before you can say "whoosh," you're off to Aleph IV.

This place is not uninhabited. In fact, it's inhabited by some primitive and unfriendly aliens. As you might expect, they have something you need, as a little spying at the dome will reveal. Now, all you have to do is obtain the item. For this, you have to get into the alien village (remember, no one can be in two places at the same time), and you need a little help from a "friend". A short wait, a small deposit, a quick getaway, and you've got the device. All you have to do now is figure out the keypad in the dome.

You can do it by trial and error, but there's a better way. Those symbols all look similar, don't they? Then again, maybe not. Odd, when you come to think about it (so do think about it).

You're not done yet. There's still the Heechee artifact to grab. This puzzle is a colorful one. Just think back to all those boring basic art classes and primary colors. Don't get mixed up ... or maybe you should.

Hey, you've been doing real well so far. Let's hope you keep it up, 'cause now the serious stuff begins. A mysterious meeting and a really frightening revelation sends you off on a mission of great importance. I'm not gonna tell what this is all about; you just have to play the game to find out. However, it's enough for you to know now that there are four planets to visit, and you have to turn on a machine on each one. That's simple. Getting to where you can operate the things is another matter entirely. These four planets are entirely self-contained, and you can do them in any order. If one stumps you, go somewhere else and come back later.

So, we'll look at Aurigae VI first. Not much to see here, except the plate in the ground and the window in the building. Once you get the plate working, you can visit another part of the planet. Make sure you check out those murals. Now, you need to return and pick up the black pyramid. Then, it's back to to the temple and through the mini-maze.

You can get through it by trial and error (it's not hard at all), but there's an easier way. My, how colorful those rooms are. Looks like they have all the colors of the rainbow, in fact (heh).

Next stop, Dorma V. This is a tricky one, since the Heechee place is not evident. What *is* evident, among other things, is a man-beast, sort of like Bigfoot. Keep out of his way while you run around and grab everything you can. On this world, you have to sleep often, and you experience some weird dreams (with cryptic clues) while you're napping. Pay attention to them.

You must enter the crystal cave (when Bigfoot isn't around) and use a little force to get something. Once it's pristine, you can deal with Bigfoot easily, which is good, because you need him for something you can't do yourself. He's a lot stronger than you are, especially when violent.

Before long, you're off to Kaduna III, certainly the nastiest of the quartet. This is a jungle world, with lots of mean veggies. Stay in one spot too long, and tendrils come up out of the ground to grab you. And those anemones aren't nice, at all. Neither is the wildlife, what with worms that chew on you, spiders that attack you, and a snake that wants you for dinner.

The spider is easily dealt with, provided you have a weapon. The worms are a nuisance, but you can throw them off yourself at any time, after which they are promptly eaten by the flying dinosaurs (yummy!). The snake, however, might give you some trouble, since you won't be able to blast it. For this critter, an alternate meal is the order of the day. Check out the landing site and think about those spike balls.

Now, you only have to deal with the pufferslug on the machine itself. This thing ain't called "puffer" for nothing. It blows up to enormous size when annoyed. Just like a balloon. Hmmm... just like a balloon...

Okay, last stop, Nemira III. Here you find the missing Rolf Becker. You can bring him back with you to Gateway for some extra points. That requires being very nice during this outing. You can also be very nasty, and still finish this portion, so it's up to you how you want to play it. Regardless, you have to talk to Rolf about a number of things and do some poking around, to obtain the information you need to solve all the puzzles.

This is the hardest planet, because you have to repair the machine before you can use it. You need an actuator cell. That you can get after a long and tedious business with a bunch of tools (save in case you make a mistake along

the way). You need a *lens cap*. Rolfie boy has that, and will trade it for some ore. Before you can get it, you have to find his old mining site, which contains a clue to where you can dig up a new vein. You also need a *lens*. This is lying around in a hard-to-reach place. Well, it's hard to reach if you aren't Tarzan (hehe).

Now, you just have to get the miniature dinosaur (Rolf's pet) out of the way. No problem, if you know a little something about the critter. The raft trip is optional (one of the nice things to do to get Rolf to return).

So, you're back on Gateway, but you're not done yet. You have to find the Heechee artifact on the station. This is where that tuning fork comes in real handy. So does what you learned from the maintenance man.

One more trip is in order, but first you have to pass the Deep Psych test. This is a quickie (one puzzle). Just remember, ya can't kill, ya can't run and ya can't hide.

Finally, you are off to the end game. You'll figure out soon enough that this is all VR and you have to "break" the simulations. The first one is easy. Play a few of the games and something should occur to you in short order. I did it with the Wheel of Fortune, myself. Just place your bets (grin).

The second is meaner. This is Hell, four rooms in a circular arrangement and they have to be done in the right order, namely the Demon Gauntlet, the Empty Chamber, the Mirror Room, and the Hydra Room. You get something in each that will help with the next. Feel free to fool around in all the rooms before you get serious, since no matter what happens, you can't die here (you keep coming back to life). Besides, a little messing around will provide some clues on what needs to be done here and there.

No, you're not exactly finished yet, but almost. Hang in there! You have to get into Deep Psych one more time and now, the tech isn't around to give you the password. Fortunately, he left the manual behind. If you paid attention to how he read the password from the book, you should have no trouble at all figuring out where to go so you can read it, too.

WHEW! What a long, strange trip it's been, but it's really over, at least for now. And I see by the old invisible clock it's that time again. Remember, if you need help with an adventure game, you can reach me in the following ways:

On Delphi: Visit the GameSIG (under the Groups and Clubs menu).

On GEnie: Stop by the Games RoundTable (type: Scorpia to reach the Games RT).

By US Mail (enclose a self-addressed, stamped envelope if you live in the United States): Scorpia, PO Box 338, Gracie Station, New York, NY 10028.

Until next time, happy adventuring! CGW

The Golfing News (Continued)

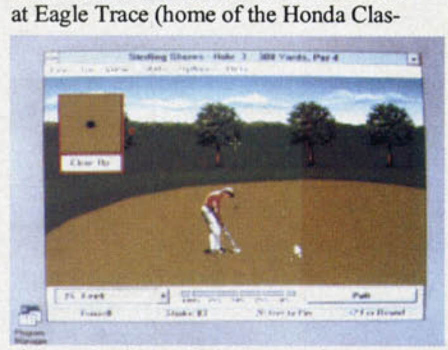
Access Software Announces Links 386 Pro

Not willing to stop with *Microsoft Golf* as their only new golf game in 1992, Access Software is about to release their newest creation: *Links 386 Pro*. If you have a fast 386 or a 486, think of *Links 386 Pro* as a Ferrari or a Corvette. If you have a slower 386 (20mhz or less) think of *Links 386 Pro* as a slow freight train (it delivers a lot of goods, slowly). *Links 386 Pro* was designed, as Access puts it," to utilize everything users bought a 386 or 486 computer for." In addition to requiring a fast processor to crunch the incredible amount of graphics data, you will need Super VGA graphics and a lot of RAM. *Links 386 Pro* will run on as little as 2MB, but shines with 8MB. The ground texturing is dramatically realistic. Over 345 viewing windows and a flexible interface allows users to customize their views of the action. Other *Links 386 Pro* features include: A profile view from the ball to the pin, statistics collecting and averaging, zoomable top view, "Save your favorite shot." extensive sound support, female and male golfers, and on-line tournaments with the Computer Sports Network (available in December 1992).



Windows Version of PGA Tour Golf Released

Electronic Arts has released their Windows version of *PGA Tour Golf.* Like Microsoft Golf, the Windows version of PGA Tour will permit you to play a round while working with other Windows based applications. The Windows version will ship with a Tournament Course Disk that features three new Tournament Player's Club courses and PGA tournaments: TPC at Eagle Trace (home of the Honda Classic), TPC of Scottsdale (home of the Phoenix Open) and TPC at Southwind (home of the Federal Express St. Jude Open. CGW



SOFTWARE HEADQUARTERS

We Specialize in International Sales!

IBM GAMES

- Adv. of Willie Beamish 42
- ***American Gladiators*** 27
- A. Slim's Dealer's Choice 32
- A.T.P. Flight Commander 37
- Altered Beast 28
- Altered Destiny 34
- Arachnophobia 18
- Arachnophobia w/Sound Source 27
- Are We There Yet? 22
- Armor Alley 29
- ***Armour-Geddon*** 32
- Curse of the Azure Bonds 33
- ***Dagger of Amon Ra*** .... TBA
- ***Dark Queen of Krynn*** 34
- ***DarkSeed*** 43
- Death Knights of Krynn 22
- Dick Tracy w/Sound Source 27
- Dick Tracy Print Kit 17
- ***DOC*** 43
- Dragon Wars 32
- Dragon's Lair Singe's Castle 37
- Dragon's Lair:II: Timewarp 42
- Duck Tales: Quest for Gold 22
- ***Dune*** 37
- ***Dvorak's Top 30*** 37



TheUltimate Control for Computer Pilots!

FlightStick puts weapons controls at your fingertips for quick reaction times to devastate enemy during combat. **Flight Stick** is definitely one of the most exhilarating experiences known to man. Mach 1 and Mach III joysticks also available.

Flight Stick by CH.................$42

- ***Atomino*** 32
- Bandit Kings of Ancient China 37
- Bane of the Cosmic Forge 37
- Barbie:Fashion Design & Color 27
- Barbie's Print Palace 22
- Bard's Tale Construction Set 34
- Bard's Tale III 31
- Bart Simpson Arcade Game 32
- Bart Simpson/House Weirdness 32
- Battle Chess 32
- Battle Chess II 32
- Battle Command 27
- BattleTech 2 24
- Beauty & Beast Print Kit 18
- Blues Brothers 32
- Breach 2 22
- ***Bridge 7.0*** 32
- Budokan 21
- Bug's Bunny Cartoon Workshop 32
- Captain Comic II 17
- ***Car & Driver*** 40
- Cartooners 18
- Casino Game Pack Windows 34
- Castle of Dr. Brain 32
- Castles 37
- Castles:Northern Campaign 22
- ***Celtic Legends*** 34
- E. Thorp's Real BlackJack 32
- Elite Plus 21
- Elvira 37
- Elvira 2:Jaws of Cerberus 43
- Eye of the Beholder 2 40
- Eye of the Beholder 33
- Femme Fatale 27
- Femme Fatale Data Disk 1 20
- Femme Fatale Data Disk 2 20
- Femme Fatale Data Disk 3 20
- ***Fighting for Rome*** 32
- Final Conflict 37
- ***Flames of Freedom*** 32
- Flight Planner 29
- Freakin' Funky Fuzzballs 23
- Free D.C. 37
- Future Wars 32
- Game Pack 1 32
- Games People Play 29
- Gateway to Savage Frontier 33
- Genghis Khan 37
- Gold of the Americas 25
- Gold of the Aztec 33
- Golden Axe 20
- Grand Slam Bridge 22
- ***Guy Spy*** 32
- Halls of Montezuma 25



Aces of the Pacific

Step back into history and experience the emotion, men and machines of WWII combat in the Pacific. Up against enemy fighters and Aces, you'll intercept bombers, dive-bomb enemy carriers, launch ground attacks to cripple the enemy air-bases and experience the terror and exhilaration of carrier landings.

byDynamix................$43.

- Centurion:Defender of Rome 18
- Champions of Krynn 22
- Chessmaster 3000 34
- Chessmaster 3000 Windows 39
- Chuck Yeager's Air Combat 40
- Civilization 43
- Clue Master Detective 27
- Coaster 27
- Colonel's Bequest 37
- Comic Book Creator 20
- Conan the Cimmerian 32
- Conquest of Camelot 37
- Conquest of Longbow 37
- Conspiracy:The Deadlock Files 35
- Corporation 32
- Countdown 36
- Covert Action 37
- Crackdown 20
- Cribbage King/Gin King 20
- Crime Does Not Pay 32
- Crime Wave 36
- ***Crisis in the Kremlin*** 37
- Crossword Magic 34
- ***Crusaders of the Dark Savant*** 37
- Hard Nova 18
- Hare Raising/Sound Source 43
- ***Heaven and Earth*** 32
- ***Heimdall*** 27
- Heroes of the Lance 33
- Home Alone 27
- HoverForce 32
- Hoyle's Book of Games 3 32
- Hoyle's Book of Games 2 25
- Hoyle's Book of Games 1 25
- Hyperspeed 37
- The Immortal 22
- ***Indiana Jones 4:Fate of Atlantis*** 40
- Indiana Jones:Last Crusade 29
- Ishido' 34
- James Bond:Stealth Affair 35
- Jones in the Fast Lane 26
- King's Quest V 42
- Knights of Crystallion 30
- Knights of the Sky 37
- ***Koshan Conspiracy*** 34
- L' Empereur 37
- Laffer Utilities 25



A-Train

Trains - create transportation, Cities - mastermind a metropolis, Money - build a financial empire and **A-Train** is your (rail)road to riches! From the makers of Sim City, Sim Earth and Sim Ant.

by Maxis............................$43.



$209.95 with Sony Speakers!

- ***Land, Sea, Air Trilogy 2*** 32
- ***Leather Goddess of Phobos 2*** 43
- Leisure Larry 1 VGA 37
- Leisure Larry 3 37
- Leisure Larry 5 37
- Lemmings 32
- Les Manley:Lost in L.A. 37
- Lexicross 30
- Life & Death 24
- Life & Death II:The Brain 27
- Light Quest 34
- Loom 22
- Loopz 28
- Lord of the Rings 34
- ***Lord of the Rings II*** 37
- Lost Patrol 33
- ***Lost Treasures of Infocom*** 43
- Oh No! More Lemmings 32
- Magic Candle 2 39
- ***Magnetic Scrolls Collection*** 37
- Maniac Mansion w/clue book 19
- Manhole 22
- ***Mantis:Experimental Fighter*** 37
- Martian Dreams 37
- Martian Memorandum 36



Conflict: Korea by Strategic Simulations Inc. $34.

- Matrix Cubed 34
- Mean Streets 36
- Mech Warrior 22
- Medieval Lords 39
- Medieval Warriors 25
- MegaTraveller II 21
- Merchant Colony 37
- Mickey & Minnie's Print Kit 17
- Might & Magic 3 40
- Millenium 27
- Mission Impossible 32
- Monopoly 27
- Murder 30
- Ninja Gaiden 2 20
- Ninja Turtles: Arcade 32
- Ninja Turtles:Manhattan Mission 32



This multi-voice sound synthesizer and digital-to-analog converter for stereo playback of music, and sound effects and speech features a microphone input for digital recording, midi in and out, 20 channels of synthesized sound and more!

AdLib Gold 1000.........$199

- No Greater Glory 37
- Nobunaga's Ambition II 37
- Nova 9 25
- Nuclear War 34
- ***Obitus*** 32
- Oil Barons 27
- Omar Sharif on Bridge 37
- Orbits 37
- ***Out of this World*** 37
- Overlord 32
- Paperboy 2 29
- Pick N' Pile 28
- Pipe Dreams 19
- ***Pitfighter*** 25
- Planet's Edge 39
- Playroom 29
- Pools of Darkness 40
- Police Quest 3 37
- Populous 22
- Populous:Promised Lands 14
- Powermonger 34
- Prehistorik 32
- Prince of Persia 27
- ***Prophecy of the Shadow*** 40
- The Prophecy 27
- Railroad Tycoon 34
- ***Rampart*** 29
- Reach for the Stars 25
- Renegade Legion Interceptor 37
- Rider's of Rohan 32
- ***Robosport for Windows*** 37
- Rocketeer 22
- Rocketeer/Sound Source 32
- Roller Coaster Construction Set 32
- Roller Coaster/Sound Source 43
- Romance of Three Kingdoms 2 43
- Rommel 25
- Rotox 28



Heroic Adventures in Medieval Germany

Darklands is the computer game industry's first realistic fantasy role-playing game. Instead of taking place in a fictional, generic fantasy world, Darklans draws on the lore, myths and superstions of Medieval Germany to weave a detailed tapestry of gaming innovation and state of the art technology.

by MicroProse................................$42.

- Rules of Engagement 39
- Savage Empire 37
- ***Sargon 5*** 32
- Scrabble Deluxe 37
- ***Scenery Upgrade: Hawaii*** 22
- ***Sea Rogue*** 32
- Secret of Monkey Island II 40
- Secret of Monkey Island VGA 27
- Secret of the Silver Blades 33
- Shadow of the Sorcerer 33
- Shanghai II:Dragons's Eye 32
- Shuttle Space Flight Simulator 37
- Siege 39
- Sim Ant 37
- Sim City 30
- Sim City for Windows 37
- Sim City Graphic:Ancient Cities 23
- Sim City Graphic:Future Cities 23
- Sim City Terrain Editor 17
- Sim Earth 41
- Sim Earth for Windows 41
- Sleeping Gods Lie 32
- ***Solitaire's Journey*** 37
- Sound,Graphics & Air Upgrade 29
- Space Ace 2:Borf's Revenge 37
- Space Ace 37
- Space Quest 4 37
- Space Wrecked 32
- Spellcasting 101 21
- Spellcasting 201 43
- Stanford Wong's Video Poker 32
- Star Control 32
- Starflight 2 22
- Stratego 32
- Strike Commander 47
- Strip Poker 3 33
- Stunt Driver 32
- Stunts 33
- ***Stunt Island*** 37
- Super Jeopardy 27
- ***Super Space Invaders*** 27
- Super Tetris 32
- Swap 32
- ***Tales of Magic*** 40
- Terminator 35
- Test Drive III 37
- Tetris 24
- Theme Park Mystery 32
- Three in 1 Player's Pack 37
- TimeQuest 37
- Tracon II:Air Traffic Controller 32
- Tracon II for Windows 43
- ***Treasures of Savage Frontier*** 34
- Trivial Pursuit 28
- Trump Castle II 32
- Trump II:Slots 20
- Trump II:Poker 20
- Turbo OutRun 20
- Ultima Underworld 47



Now with Live Action Video!

Microleague Baseball 4 - $32

- Ultima Trilogy 37
- Ultima Trilogy 2 47
- Ultima 7 47
- Ultima 6 40
- Ultrabots:Sanction Earth 37
- Uncharted Waters 43
- Vaxine 27
- Vegas Gambler 28
- Vengeance of Excalibur 27
- Vette 33
- Video Poker 32
- Virtual Reality Studio 50
- Volpheed 27



Get a Real Feel to Flight!

Maxx Yoke gives you the precision you always wanted. It's a full sized multi- functional aircraft joystick for your PC..........................$69

Maxx Pedals are floor style modular attachments which are fully assembled and ready to plug in and play. $39

Maxx Yoke & Pedal Bundle....$99

- War of the Lance 33
- Welltris 25
- Wheel of Fortune Vanna White 27
- Where America's Past Carmen 37
- Where in Europe is Carmen 32
- Where in Time is Carmen 32
- Where in USA is Carmen 32
- Where in World is Carmen 32
- Where in World is Carmen VGA 48
- ***Wild Wheels*** 34
- Wing Commander 2 47
- Wing Commander 2 Speech Pak 17
- Wing 2 Special Operations 1 22
- Wing 2 Special Operations 2 22
- Wing Commander Deluxe 47
- Wing Commander 39
- Wing Commander Mission 1 22
- Wing Commander Mission 2 22
- Wings of Fury 27
- Wizardry Trilogy 32
- Wizardry V 32
- Wonderland 38
- WordTris 30
- Wrath of the Demon 32
- Xenocide 32

WARGAMES

- 688 Attack Sub 28
- A10 Tank Killer 37
- ***Aces of the Pacific*** 43
- Action Stations 32
- ***Action Station Scenario Disk*** 19
- Allied Forces Bundle 29
- Ancient Art of War 31
- Ancient Art of War at Sea 31
- BattleHawks 1942/Finest Hour 40
- ***Battle Isle*** 34
- Blitzkrieg 32
- Carriers at War 37
- ***Carrier Strike*** 43
- ***Conflict: Korea*** 37
- Conflict:Middle East 37
- F-15 II Scenario Disk 20
- F-15 Strike Eagle II 21
- F-19 Stealth Fighter 43
- F-29 Retaliator 33
- Falcon 3.0 47
- Flight of the Intruder 37
- Gettysburg:The Turning Point 39
- ***Global Conquest*** 37
- Gunship 2000 VGA 41
- Harpoon 29
- Harpoon BattleSet # 2 21
- Harpoon BattleSet # 3 21
- Harpoon BattleSet # 4 25
- Harpoon Challenger Pak 46
- Harpoon Scenario Editor 28
- ***Heroes of the 357th*** 34
- Hunt for Red October 23
- Jet Fighter II 42
- Kampfgruppe 37
- LHX Attack Chopper 28
- Lost Admiral 37
- Mac Arthur's War 32
- MegaFortress Mission Disk 2 27
- MegaFortress: Flight of Old Dog 40
- Mig 29 32
- ***Pacific Islands*** 32
- Patton Strikes Back 37
- Perfect General 37
- Perfect General Scenario Disk 25
- Red Baron 37
- Secret Weapon P38 Missions 22
- Secret Weapon P80 Missions 22
- ***Secret Weapon Heinkel 162*** 22
- ***Secret Weapon Dornier 335*** 22
- Secret Weapons of Luftwaffe 44
- Silent Service II 37
- Twilight 2000 VGA 37
- UMS II Planet Editor 32
- UMS II: Nations at War 37
- Warlords 29
- Waterloo 37
- Western Front 37
- White Death 32
- Worlds at War 32

SPORTS

- 4-D Boxing 22
- ABC's Wide World of Boxing 32
- All American College Football 37
- All Star Sports Compilation 22
- Andretti's Racing Challenge 22
- Baseball Card Collector 32
- Bill Elliot's Nascar Challenge 32
- Bo Jackson Baseball 32
- California Games II 27
- Days of Thunder 27
- Dream Team 32
- Earl Weaver Baseball 2 40
- Games:Winter Challenge 35
- ***Greens:Ultimate Golf Simulator*** 37
- ***HardBall 3*** 37
- Indianapolis 500 18
- ***International Sports Challenge*** 32
- Jack Nicklaus Golf Unlimited 37
- Jack Nicklaus Signature Ed. 43
- Jimmy Connors Pro Tennis 33
- Links Barton Creek Course 20
- Links Bayhill Course Disk 20
- Links Bountiful Course Disk 20
- Links Dorado Course Disk 20



Carrier Strike - South Pacific 1942-4

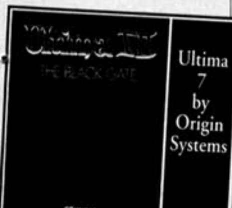
For the first time, the great cattier battles of the South Pacific linked together in a campaign game. Unlike any other computer naval game, Carrier Strike lets you continue all the way to 1944 - from the Battles of Midway and Eastern Solomons to Santa Cru and Marianas.

by Strategic Simulations.......................$43

MISSION CONTROL

A Full Selection of Software and Accessories for the IBM . CD Roms in stock
Gift Certificates Available • Competitive Pricing • Same Day Shipping

Links Firestone Course Disk 20
Links Pinehurst Course Disk 20
Links Troon North Course 20
Links 386 PRO........................42
Links: The Challenge of Golf 37
MicroLeague Basketball 27



Ultima 7 by Origin Systems

MicroLeague Football Deluxe 43
Mike Ditka Ultimate Football 35
NCAA: Road to the Final Four 34
NFL by Konami........................32
NFL Pro League Football...........47
Over the Net (Volleyball) 32
Personal Pro Golf.....................32

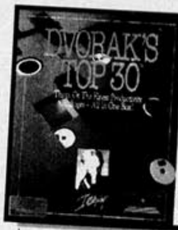
Mickey's Crossword Puzzle 22
Mickey's Jigsaw Puzzle 27
Mickey's Memory Challenge......22
Mickey's Runaway Zoo 14
Midnight Rescue.......................32
Nigel's World 32
Number Munchers.....................32
Operation Neptune....................37
Oregon Trail.............................32
Outnumbered.............................32
PC Globe 5.............................42
PC U.S.A. 2.0 41
Personal Trainer S.A.T. 32
Read & Roll VGA 32
Reader Rabbit 2........................39
Reader Rabbit...........................32
Reading & Me...........................27
Speed Reader...........................32
Spell It Plus Talking..................32
SpellBound...............................32
Super Munchers 32
Super Spellicopter.....................27
Think Quick 32
Treasure Mountain....................32
U.S. Atlas.................................38
U.S. Atlas for Windows 54
What's My Angle 32
Where America's Past Carmen ..37
Where in Europe is Carmen.......32
Where in Time is Carmen..........32



the digitized puzzle for adults you must be over 21 to order

$27

Game Pack 2.............................79
Grolier's Encyclopedia 295
Guinness Disc of Records.........69
Illustrated Encyclopedia...........395
Jones in the Fast Lane 47
Loom 47
Mammals Encyclopedia 99
Murder Make StrangeDeadfellow35
Reference Library.....................99
Secret of Monkey Island 47
Secret Weapons of Luftwaffe 57
Sherlock Holmes Detective 45
Spirit of Excalibur......................47
Stellar 7.....................................47
Street Atlas U.S.A. 99



Thirty of the Finest Productivity Packages - All in One Box

After exhaustive research and testing, world-renowned computer columist John C. Dvorak has chosen the 30 best shareware programs! ***Dvorak's Top 30*** contains essential programs that include a database, spreadsheet, work processor, accounting package, communications package, several fun games and other useful utilities that make your computer more effecient, productive and friendly.

Interplay Software 5.25 & 3.5......................$37



Thrustmaster

Weapons Control - A hands on stick and throttle with seven independent controls including radar mode, weapons select, waypoint select and counter measures control..........$89

Flight Control - The best joystick for Flight Simulators. Compatible with all flight simulator packages as 2 button joystick....$69

PC Serial Mouse $20
Genius 4500 Scanner 132
Suncom Icontroller PC 49
9600/2400 Fax/Modem 89
Portable Fax/Modem 229

JOYSTICKS

Analog Plus 27
ErgoStick..................................27
Flight Stick by CH 42
Gravis Joystick for PC..............39
Mach III by CH Products...........33
Maxx Flight Pedals 49
Maxx Flight Yoke 60
Yoke/Pedal Bundle 99
Tac 1+ 24

Grade A Vocabulary 6,7,8 14
Grade A SAT Vocabulary 14
Gremlins Game 19
Gremlins Print Kit.....................14
Grover's Animal Adventure........10
Hollywood Squares...................14
NFL Print Pro...........................22
Student Word Processor 14
Grade A Early Learning 14
Jeopardy 25th..........................14
Jetsons 19
Jetsons/Flintstones Print Kit.....14
Letter Go Round.......................10
Looney Tunes Print Kit..............14
Muppets Adventure 14
Muppets Print Kit......................14



DUNE

He Who Controls the Spice Controls the Universe.

Adventure-packed strategy follows the surreal storyline of both the Franl Herbert book and the David Lynch film. Full 256 color VGA graphics. High fidelity sound and music.

by Virgin Games....................$37

My Back-Up 20
My Checkbook 20
My Database 20
My Invoices 20
My Labelmaker 20
My Mail List..............................20
My Phonebook 14
Pacioli 2000.............................30
Printshop New 37
Quicken for Windows 42
Screen Works 22
Speed Reader for Windows 32
Sprout! 37
Studio of Greetings 43
Super Mario Teaches Typing.....27
Ten Best Publisher's 19

The Family Doctor 119
Time's Compact Almanac 139
TimeTable:Science&Innovation..94
Ultimate Basketball...................35
Ultima 1 to 6 57
U.S. Atlas w/ AutoMap 89
U.S. History 249
Wing Commander/Ultima 6.......47
Wing Commander Deluxe Edition47
World/U.S. Atlas 79
Wrath of the Demon 32

SOUNDCARDS

Ad Lib Card (Micro Channel)....139
Ad Lib Music Card....................69



Guy Spy

As Guy Spy, you are the government's most trusted and daring counter-espionage agent. Intelligence reports confirm the evil Baron Von Max has located the legendary Crystals of Armageddon. With the power of the crystals in the hands of this madman, Von Max will have everything he needs to fuel his ultimate weapon of mass destruction... the doomsday machine!

Guy Spy from Readysoft.........................$32

PGA Course Disk.......................19
PGA Limited Edition..................46
PGA Tour Golf 33
Playmaker Football....................32
Pro Football Analyst..................37
Pro League Baseball................37
Team Suzuki.............................27
Tom Landry Football 32
Tony LaRussa Al Stadium 18
Tony LaRussa Baseball 33
Tony LaRussa Great Teams 18
Tony LaRussa NL Stadium.........18
W. Gretzky:Hockey League Sim. 30
Wayne Gretzky 2:Canada's Cup.35
Weaver 2:Commemorative.........59
World Class Soccer 27

Where in USA is Carmen..........32
Where in World is Carmen 32
Where in World is Carmen VGA..48
Word Attack Plus......................32
Word Munchers........................32
Writer Rabbit 32
Writing/Publishing Center. 42

PRODUCTIVITY

AccuWeather 34
America's 25 Best Home Finance15
Animation Studio 79
Animation Studio for Windows...79
Auto Map 57
Auto Map: Europe....................89



The Ultimate Multimedia PC SoundBoard

Fully Multimedia PC compatible, Ad Lib Sounblaster & SpeechThing compatible, 20 voice Stereo FM Music,Fully MIDI compatible, Stereo recording and output with multiple steps individual channel volume control, remote control compatoble, speakers included. Software Bundle included

Sound Commander GOLD..................$169.

Thrustmaster Flight Control 89
Thunderstick by Kraft................35
Warrior V by Bondwell 20
ThrustMaster Weapons Control .89
Thrustmaster Pro ....CALL

BUDGET

Advance to Boardwalk 14
Adventures of Beetlejuice 19
Beetlejuice Print Kit..................14
Bug's Bunny's Adventure..........14
Chip N Dale's Rescue Rangers..19
Daffy Duck P.I. 19
DeskPower 14
Ernie's Big Splash....................10
Ernie's Magic Shapes................10
Expert Astronomer....................14
Expert Calendar 14
Expert Checkwriter 14
Expert DOS Tutor 14

Pals Around Town.....................10
Payday 14
Price is Right 14
Print Power 14
Roller Coaster Rumbler.............19



Omar Sharif on Bridge $37



If You Build It, They Will SCREAM!

Ever dream of designing a roller coaster with vicious face-tugging G-forces? Or one that shatters the existing speed record? Or maybe a loop-filled monster that's a guaranteed gut wrencher? Now you can with Coaster! Not only can you design and build churning coasters of your fantasies, you can also ride your ultimate coaster for a face-first sensation.

by Disney Software.........................$37

Travel Partner 47
Turn Your Ideas Into Business ..27
Webster's Dictionary 22
Webster's Dictionary/Thesaurus32
Weather Brief 22
World Atlas...............................44
World Atlas for Windows 54

CD ROMS

5 Game Pack by Capstone........57
Audubon Mammals 35
BattleChess II...........................79
CIA/KGB Fact Book..................49
Conan the Cimmerian 37
Family Choice Pack 65
Game Pack 1............................64

Hearsay 1000 149
Media Music 2.0.......................75
Sound Source 25
Sony Mini Speakers 15
Sound Commander 99
Sound Commander FX............109
Sound Commander Multimedia139
Sound Commander Gold.........169
UltraSound Board...................139
Video Commander...................399

ACCESSORIES

DiskHolder for 5.25 or 3.5.........9
Gameport by CHProducts.........34
Gameport MicroChannel by CH .48



DARKSEED

Challenge your mind as you explore two worlds. Control the fate of two worlds... the world as we know it and the dark world of an ancient and dying civilization. Unlock the secret of a sinister plot and discover the passage to a new world!

DarkSeed by Merit Software................$43

EDUCATIONAL

Algeblaster Plus.......................32
Berenstain Bears: Counting 18
Berenstain Bears: Letters 27
Berenstain Bears:Colors...........27
Berenstain Bears:Junior Jigsaw .18
Bushbuck Adventures...............27
Challenge of Ancient Empire 32
Designasaurus II.......................28
Donald's Alphabet Chase 14
EarthQuest 37
Ecosaurus 27
Fisher Price: Farm.....................18
Fisher Price:Picture Dictionary.27
Fisher Price:Neighborhood 18
Geo Jigsaw 27
Goofy's Railway Express 14
Grammar Gremlins 32
Headline Harry EGA..................32
Headline Harry VGA..................37
Kid Works.................................32
KidPix 37
Math and Me.............................22
Math Blaster Mystery 32
Math Blaster Plus 32
Math Blaster Plus Windows 37
Math Rabbit..............................27
Mickey's 123............................27
Mickey's ABC...........................27
Mickey's ABC/Sound Source 37
Mickey's Colors & Shapes 27

Bannermania 25
Body Works 47
Chemistry Works.....................43
Design Your Own Railroad.........37
Dream House Professional 48
Dvorak on Typing......................32
Dvorak's Top 30......................37
Estimating & Invoicing 27
Estimator Plus 54
Floor Plan Plus.........................47
Floor Plan Plus.........................47
Lottery Trend Analysis 18
Mavis Beacon 2.0 33
Mavis Beacon 2.0 Windows 40
My Advanced Mail List...............32
My Advanced LabelMaker 32
My Business Checkbook...........32



Indiana Jones 4 Fate of Atlantis by LucasArts $40

Call us and use your MC, Visa or Discover

800-999-7995

In NY State 212-962-7168

Fax 212-962-7263

Hours: 9am to 7pm Monday - Friday (Saturday 10am - 5pm) **Methods of Payment:** We accept Visa, M/C, Discover Card, certified checks & Money orders. **Personal checks allow 14 days to clear.** School, State & City purchase orders accepted . **Shipping:** UPS ($5 min). APO/FPO($5 min.) 2 Day Air ($7 min.) CANADA, HI, AK & PR ($9 min). Overseas minimum $30 (please fax orders if possible). **Pre-Orders on New Releases get shipped 2 Day Air -$5 (U.S. Only)**. NY residents add 8.25% Sales Tax.

Send money orders or checks to:
MISSION CONTROL,
43 Warren Street, Dept. CGW 992
New York, NY 10007
Foreign customers welcome!

Expert Fax Forms......................14
Expert File & Calc 14
Expert Home Design 14
Expert Labels 14
Expert Landscape.....................14
Expert Lottery...........................14
Expert Maps 14
Expert Puzzles & Mazes 14
Expert Resume Writer 14
Expert Utilities..........................14
ExpertPerfect Typing 14
ExpertPersonal Finance............14
Personality Expert.....................14
Flintstones...............................19
Grade A Algebra 14
Grade A Math 1,2,3...................14
Grade A Math 4,5,6...................14
Grade A Math 5,6,7...................14
Grade A Spanish 14
Grade A Spelling 2,3,4..............14
Grade A Spelling 4,5,6...............14
Grade A Spelling 6,7,8...............14
Grade A Vocabulary 2,3,4 14
Grade A Vocabulary 4,5,6 14

Super Mario Print Kit 19
Wheel of Fortune Golden Ed......14

CLUE BOOKS

Eye of the Beholder 2................14
Quest for Clues 5......................16
Ultima Avatar Adventures..........18
Ultima Underworld.....................14
Wing Commander 1&2 16
Martian Dreams 14
Savage Empire..........................12
Treasures of Savage Frontier 12
Ultima 7 14
Ultima 6 12
Ultima 5 12

Call Us For the Newest and Latest in Software. Prices based on M.S.R.P. Not responsible for Typographical errors. Please Check Compatibility before ordering. Prices subject to change without notice. All sales are final. Defectives replaced with same item only.



Art by Rodger MacGowan; © 1992 RBM Graphics

COMPUTER WARGAMING WORLD

Computer Wargaming World is published twelve times a year as a free supplement in ***Computer Gaming World***.

II Samuel 22:35

Broadsides & Gripeshot

by M. Evan Brooks

Part 2 of A Discussion Begun In *CGW* #96



Somehow, in my previous article, editorial gremlins seemed to have consumed my final salvo. So we'll try once more — did you ever wonder about the *hubris* of companies that decide you are simply too stupid to name your own directories? So, they make it easy — their games are under their corporate logo, e.g. **MicroProse, Dynamix.** While it is commendable to offer a default setting, I get upset over those games that refuse to allow me the latitude of renaming the destination drive or the name of the directory itself.

But on to another subject. Just what exactly is a wargame? Does it prepare one for war? Several years ago, a book was entitled *Military Justice Is to Justice as Military Music Is to Music*; if we substitute *Wargames are to War as Military Music Is to Music*, we will probably be correct. John Keegan noted that:

"... the exact circumstances, let alone the rhythms and dynamics of land battle, defy easy reconstruction ... However precise [one's] understanding ..., however detailed his knowledge ..., he will never quite be able to place the people of the past in time and place... Walking the ground itself will not yield the answer, for, even if one burdens oneself with a soldier's hamper, everything else that worked to deaden or hasten the soldier's step — fear, crowd pressure, the obstacle of fallen bodies — will lack from the simulation. Sight lines, so immediate and easy to establish on a peaceful visit, cannot be those of the day of battle, when smoke clouds, formed bodies of troops, even a neighbor's head and shoulders, intervened to alter a participant's view."

— The Price of Admiralty, pp. 10-11

Military cadets are encouraged to paricipate in "staff rides"; they visit the site of a battle, each prepared with a participant's memoirs, and tutor each other on what happened and why on that particular day of history. The computer (and board) wargame, as we know it, is akin to a staff ride — we possess "too much" knowledge when we play. We "know" that something happened, and even the general order of battle and certain aspects of key terrain. This knowledge was not readily apparent to the participants.

Dr. Peter Turcan, a British designer, has attempted to make the wargame more realistic. His efforts (***Borodino, Armada,*** and Dreadnoughts from PSS and Waterloo from ***SSI***) offer the player only the perspective available to the battlefield commander. His designs are sui generis, and every serious gamer should examine his system. However, even with such a limited perspective, one still "knows" more than he should.

My personal knowledge of the Gulf War was one of experience. Yet most Americans in the comfort of their living rooms, knew more about the war from CNN than I could grasp from my limited vista. But what they lack is the adrenaline rush, the sense of urgency and the limited options that are available. Winston Churchill once noted that nothing in life is more exhilarating than having someone shoot at you — and miss! Similarly, a Navy admiral told his pilots on the eve of Desert Storm that he wished he could be out with them; Daniel Ellsberg wrote that warfare can be an exhilarating experience — as long as you don't get shot. As a product of the anti-war 1960s, I considered such remarks to be hyperbole. But there is a basic truth about the nature of war — one that is missing in the nature of the wargame.

Wargame designer Richard Berg questions the veracity of computer simulations. Unlike the paper genre, one cannot verify the verisimilitude of the underlying data (unless one can get into source code analysis). But does the combat participant have a quantifiable knowledge of his weapons systems and command structures?

Wargaming is a fascinating hobby — but one that teaches mechanics and alternatives; not one that can accurately reconstruct the battlefield in a realistic fashion. **CGW**

SUPER VGA 3-D GRAPHICS?
no...

STEREO SURROUND SOUND?
no, but it goes beep...

SOPHISTICATED 'A I' ROUTINES?
no, but we've got Larry...

Let's face facts. Most computer games become boring. The better ones last for a couple of months, but after you have played them for a while, the game becomes predicable. This can't be helped due to the very nature of the computer... On the other hand, WE'LL keep your interest alive for years! Try

WORLD CONQUEST

✷ PLAY WITH **REAL PEOPLE...**

✷ PLAY ANYTIME **YOU WANT...**

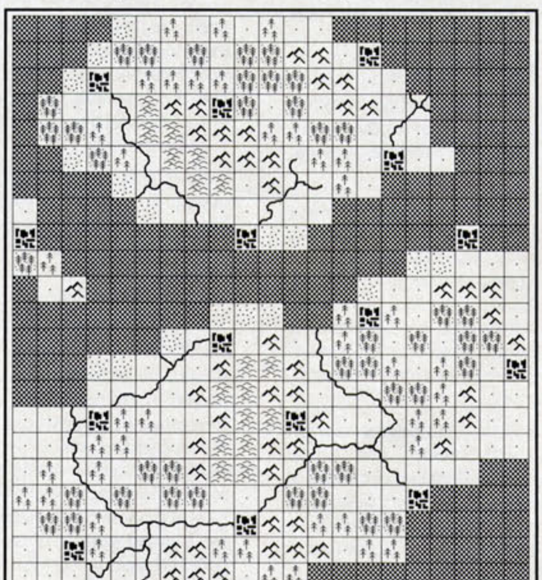
30 Types of Combat Units!

Infantry • Special Forces • Paratroopers • Militia • Tanks • Artillery • AA Guns • Truck Convoys • Railroads • Fighters • ASW Aircraft Cargo Planes • Recon Aircraft • Strategic Bombers • PT Boats • Naval Transports • Submarines • Destroyers • Cruisers Aircraft Carriers • Battleships • Minefields • Minesweepers • Rockets • Leaders • Spies • Forts • Mechanized Infantry • Armored Cavalry • Air Bases

Each game starts with 12 players spread out on a 50 X 60 map. It is up to you how you will govern your empire... Will you build a large navy and rule the seas? Or perhaps create a potent armor force capable of striking quickly into enemy territory? Maybe even great armadas of Fighters and Bombers to defeat the enemy from the air? Perhaps you will invest in high-technology research? Or train the Home Guard for Civil Defense. It is up to you to make the choices...

City Reports: Shows all the cities you control, what production level they are at and what they are building. Larger cities have greater capabilities and can produce bigger, better units!

Spotting Reports: Indicates what you can see near your forces. Perhaps it is from your Spy you have lurking in the mountains outside Berlin, or perhaps your Recon Plane flying over the outskirts of Leningrad!



Weather Reports: Displays local weather fronts, showing size and location... Will your upcoming invasion be jeopardized by an oncoming storm?

Diplomacy: Welcome your neighbors to the 'New Order.' You decide who is friend or foe...Exchange information freely with your allies through the game's diplomatic channels!

WORLD CONQUEST is played by over 1,000 game enthusiasts from around the world! Computer games pale in comparison!

Call the **WORLD CONQUEST BBS** to see a demonstration of the game mechanics for yourself, or contact Prime Time via voice, fax, or mail to find out more about the hottest game system this side of Alpha Centauri!

WE TAKE THE "ARTIFICIAL" OUT OF INTELLIGENCE!

UNITED STATES
PRIME TIME SIMULATIONS
PO BOX 5074
Walnut Creek, CA 94596-0867
VOICE/FAX: (510) 798-7152
BBS: (510) 689-4096 2400 8N1
(510) 689-4097 9600 8N1

AUSTRIA\GERMANY
KLAPF-BACHLER OEG
Postfach 1205
A - 8021 GRAZ
Austria
TELEFON: 0136/919327
FAX: 0136/910318

ENGLAND
STRATEGIC SIMULATIONS
PO BOX 432
Leek
Staffordshire ST13 6HL
United Kingdom
VOICE/FAX: <0538> 371959

FRANCE
PBM KOMETT
5 Rue de Lesseps
75020 Paris
VOICE/FAX:
(16 1) 44 64 95 35

Circle Reader Service #86

Reich 'N' Roll
A NEW WARGAME COMPANY ASSUMES



by Alan Emrich

TITLE:	High Command
SYSTEM:	IBM
PRICE:	$44.95
PROTECT:	Document Look Up
DESIGNERS:	Gregg Carter and Joey Nonnast
PUBLISHER:	Colorado Computer Creations

It was Christmas, 1976. I was in my junior year of high school and had been an avid wargamer for years. The game I had been longing for awaited me under the tree. I'll never forget the joy of opening that gift — **Avalon Hill's *Third Reich*.**

No previous game had done justice to strategic level combat during WWII on the entire European theater. Strategic level combat, attrition, economics, production and even faint traces of politics were found in that crude, first edition release. It was simply the most exciting wargame of its day and its popularity among wargamers, both for its subject matter and as a game, has never waned to this very day. I reveled in every year and every revision of what I knew was a great wargame that could always be made just a little bit better with a little more tinkering. Today, sixteen years and four major revisions later, now in the guise of *Advanced Third Reich*, **Avalon Hill** has released a perfected version of the game that has played my heartstrings like Yitzak Perlman plays the violin.

Who says you can never recapture your youth? This time it was not a Christmas present, but one of many computer game demo disks, alpha and beta product versions that crosses my desk. Filled with all of the promises of every other "exciting new" product, I installed it with heaps of journalistic skepticism. Then, to my astonishment, as I started "pushing the pieces around" on that first, interactive demonstration copy of *High Command*, my youth came rushing back to me.

The Big Band Era of Unit Types

It was 1976 all over again! Only this time, it was on my computer screen at work. I didn't know whether to play quietly at my desk enjoying this "guilty secret" or to shout it out and tell the world. By nature of writing this preview, I have chosen to do the latter.

High Command covers the European Theater of Operations (ETO) during WWII on a slightly smaller scale than *Third Reich*. Using monthly turns and multiple air and naval phases with a land movement and combat phase sandwiched in between, *High Command* also presents veteran wargamers with a more detailed counter mix. Besides the standard land unit types, mechanized infantry and marine units come into their own. Air units come in three flavors (fighters, fighter-bombers and strategic bombers) while naval units are broken down even further (submarines, merchant ships, transports, destroyers, cruisers, battleships and aircraft carriers).

Units do not have set strength points, either. Instead, they can range in strength from somewhere between .01 to 9.49 points per "counter" and can be produced in fractional increments. All units can be split up and combined at will during the pre-game turn organization phase. Thus, players have great flexibility in adjusting their forces for deployment. Each unit is also rated for its effectiveness as well as its strength. When either is gone, so is the unit.

Economies of Scale

But having units is only half the fun. Producing them is the other half! An extremely rich economic system takes the player each month through a sea of oil and a mountain of resource points. These are allocated to factories and shipyards which can produce an amount of the desired item at a fixed cost over a period of time. Resources must even hazard the perils of trans-oceanic transportation, and the Germans can even attempt to run resources in from their South American suppliers!.

The detailed economic system is almost a game unto itself, with players being allowed to invest in their economy, research and development, as well as forging the tools of war. Economics also produces the "coin" of diplomatic exchange, used to win allies and influence minor countries. A complete "war production module" has been integrated into *High Command*, turning players into modern day Albert Speers as they try to skillfully manage a clean, detailed subgame of resource allocation and management.

Flying and Floating

The air and naval systems involve selecting from a plethora of missions and assigning specific forces to them, then plotting their destinations, hex-by-hex. Both players plan in secrecy and then, an execution segment reveals where any clashes of airforces or navies occurred. Combat is fought in "rounds," with either player being allowed to opt out after each. Losses are attritional in nature, both to unit's strength and their effectiveness.

Land Warfare

Each land phase is divided into six pulses (and six is exactly how many movement points armor and mechanized infantry units have, not by coincidence). Unit's moves are plotted individually, hex-by-hex and pulse-by-pulse, so that player can carefully control and coordinate assaults at a particular times and places for maximum effectiveness. Where the big innovation introduced in *Third Reich* was a lack of "zones of control" for every non-armored unit, *High Command* takes this one step further by stripping away any deterring factors to enemy movement past friendly units or through friendly territory.

Instead, players must either maintain solid "lines" (which is impractical) or operate in "clumps" of corps (presumably formed into army groups). Since a hex is controlled by merely passing through it (a la *Second Front*), with nothing to restrict enemy troop movements, the lines become very fluid indeed. However, the penalties for being "cut off" (out of supply) in the beta test version previewed for this article were amazingly severe, which would give any zealous, Patton-like attacker some pause before blithely marching across the plains.

As with air and naval combat, land combat is fought in attritional rounds with players receiving reports and being allowed to retreat after each round. Interestingly, a player can "declare war" during any round of activity. The violated neutral will not be able to start playing until the next phase. Thus, if Germany declares war on Russia during the first air phase (and so get a free round of ground strikes), the Russian army will be able to move in the next (ground) phase. If Germany waits until the ground phase to cross the border, the Russian army will be frozen in place but the Luftwaffe will not have softened them up (or warned them) first. It's all up to the German player...

High Command has an excellent "strategic map" overview feature. It can be quickly altered to show hex control, supplied areas, political leanings, specific unit and resource locations, etc., etc. Unfortunately, hex control and supplied areas can not be seen on the tactical map where players must make the crucial decisions that are greatly effected by such matters.

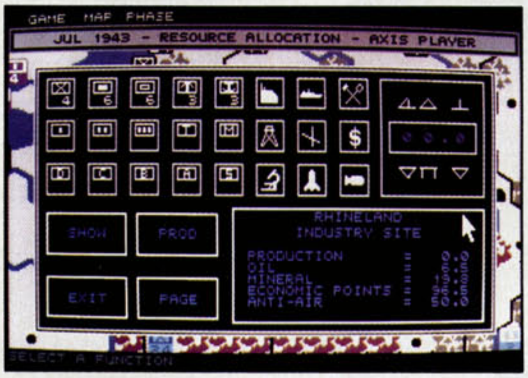
The Experience of Variance

One thing that *High Command* has really got going for it is the wide number of scenarios and variants for each one. There are four tutorial mini-games (Poland, France '40, Invasion of Russia and D-Day), five full campaign

HIGH COMMAND









games (including a 72-turn epic). Oddly, the game *must* end on the historical turn of May, 1945 and, apparently, not one turn before or after that.

Before playing a game, many, many options are presented, including selecting the computer to player either, neither or both sides, adjusting various AI levels and "die roll" modifiers, varying the belligerency of important neutrals, creating weather zones, worrying about overseas merchant shipping routes, Japanese success in the Pacific options and several others. A scenario editor is also practically built which will allow players to get into the games databases and modify things further. All in all, there is plenty there to keep things lively over many playings.

During play, those who do not wish to be bogged down in the details of every phase can delegate it out to the computer AI. This is purely voluntary, as the AI will not take over a single function unless specifically requested by the player on a phase-by-phase basis. Best of all, player's can go in and modify the computer's orders at will. In other words, the programming will satisfy both the hands on "control freaks" as well as the time commitment conscious "grey hairs" of our hobby. Interestingly, I played a game where I only ran the German economy and diplomacy and was utterly fascinated. The computer AI picked up on my production and diplomatic "grand design" and started shifting its military operation to be in synch with the forces and allies available. Kudos to **Colorado Computer Creations.**

High Command is, however, *very* "processor intensive." The computer does an awful lot of thinking when it plays and players with 286 processors will have to show some patience. The more options that are piled on (i.e., the more complexity desired), the more the computer will carefully think about. Be warned! On a 386/20, the longest Allied phase (production) took almost five minutes. It is nowhere near as bad as *UMS II*, but it is noticeable and needs to be mentioned. Fortunately, there is plenty of documentation to read during the lulls.

Shades of First Edition *Third Reich*

The graphic look threw me back into nostalgia-land as well. Seeing the map and pieces, I longed to break out my Atari 800XL from the garage again. (Later, I found out that, four years ago when they started this game project, it was originally for an Atari!). There is a clean, simple beauty to the graphic look of the game which does not detract in the least from play.

The rules describing the game system are, like those in the first edition *Third Reich* (the board game), full of loopholes large enough to drive a Tiger tank through. To find out how the economic system works, for example, will mean gleaning information from at least three different locations in the 200+ page manual (nicely bound like a paperback book). The beta version examined has air units destroying ground units wholesale from ground support missions and the frequency of naval engagements led me to believe that Lord Admiral Nelson did the navy's AI programming. Several quirks in the system can be grossly exploited by wily human players wishing to do so and, frankly, this only added my feelings of deja vu.

The game's interface, in particular, is kludgy. Players will have to make a lot of mouse clicks to accomplish a turn — and I mean *a lot*! If I could spell carpal tunnel syndrome, it would be quite appropriate to mention it here [grin]. Without going into great detail, the ergonomics of the interface were poorly conceived, giving players who are already doing plenty of work in managing so many things, too much extra to do. Some of the informational boxes are not well organized and a lack of "sliders" to make adjustments of points also detracts a bit from the game.

Shared Enthusiasm

As with first edition *Third Reich*, though, I'm going to stick with *High Command*. Like *Third Reich*, *High Command* is brilliantly designed but was stunted in playtesting and development. I spoke with the designers, who are a couple of wargaming physicists that made this game in their extra time purely as a labor of love. After speaking with Gregg Carter extensively by telephone to research this article, it's clear that they're going to support this game through many revisions and enhancements. The active solicitations I read from Gregg on **CompuServe** for player input on what to do in the 1.1 version is very reassuring to me. As I pointed out each oddity and omission from *High Command*, he took notes and thought about what it would take to implement the suggestion in the 1.1 version of the game which will, apparently, be the "initial feedback response fix" version.

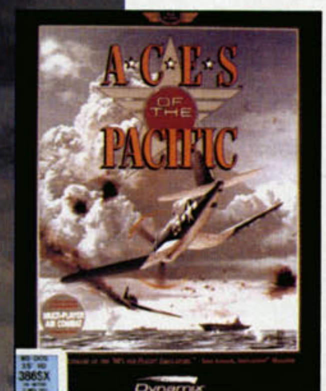
High Command is being released before its time, but not by much with the improvements that will be quickly coming in version 1.1 and the many enhancements (such as VGA graphics and modem/play by e-mail features) are planned and partially completed. Unlike the sixteen years I've waited and labored over *Advanced Third Reich* (where, for my persistent efforts, I was listed among the design team — so I know what I'm talking about), I believe that same degree of perfection will be much sooner forthcoming from the dedicated fathers of *High Command*. It's one of the most exciting computer wargames I've ever seen and is packed with many clever design elements. All I can add to that is a sea of flashbacks to my joyous (misspent?) youth as a wargamer and say, "Yahoo! Here we go again!" **CGW**

Zero Down and Months to Play

Aces of the Pacific from Sierra/Dynamix

by Douglas Fick







TITLE:	Aces of the Pacific
SYSTEM:	IBM 386SX or better
PRICE:	$79.95
PROTECTION:	None
DESIGNER:	Damon Slye
PUBLISHER:	Dynamix Eugene Oregon

Douglas Fick is not only a pilot of combat aircraft, but he also teaches other pilots how to fly today's modern aircraft. His last review for CGW covered Falcon 3.0.

Although **Dynamix**' latest entry in their Great War Planes series, *Aces of the Pacific (Aces),* builds on the success of the award-winning *Red Baron*, the game's "fuselage" has been penetrated by just enough "bullet holes" to require some serious maintenance. It is simultaneously awesome and disappointing. It is too good for aficionados with fast machines to pass up, but it needs a tune-up in order to be King of the Slot. As reported in the sneak preview (*CGW* #92, pp. 86-87), *Aces* was designed to advance the state of the art in the combat flight simulation genre. Such a challenge is not an easy task. This article is one pilot's "after action report."

The View From Angels 25

Aces of the Pacific models every facet of fighter, light bomber and torpedo aircraft operations involved in the Pacific theater during World War II. Players take to the skies in any one of twenty different fighters or seven different bomber aircraft. In addition different heavy bombers either can be escorted or assailed by the player. The game even includes a landing signal officer (LSO) frantically waving paddles to keep the player in the groove during carrier landings.

The gamer can choose any level of involvement, from flying single missions (training *or* wartime) to a full campaign that will see the player flying from the opening shots at Pearl Harbor until VJ day. More than any other World War II flight simulation, *Aces* emphasizes the importance of surface attack missions. Players will have enough bombs, rockets and torpedoes to play through a variety of scenarios. Lest one should think air-to-air combat has been ignored, however, one should know that players have the option of dogfighting famous aces like Pappy Boyington, David McCampbell and Saburo Sakai. Additionally, players will have to work out strategies to bring down flying behemoths like the B-29 Superfortress without falling victim to its formidable defensive armaments.

The campaign mode consists of a series of sub-campaigns, varying from one to dozens of missions, that cover all the major actions of the Pacific theatre.

Each time one of the sub-campaigns is completed, the player can choose which campaign to fly next. The player can also choose which squadron to fight with. This gives the player a good deal of flexibility with the different aircraft types as the war progresses.

In keeping with their tradition of providing quality documentation, **Dynamix** includes a well researched, spiral bound manual that covers the history of the war in the Pacific, gives aircraft "bios" with color plates of each machine in the game, and provides complete discussion of flight dynamics and game pla

A Positive Rate of Climb

GRAPHICS — Building on their work with *Red Baron*, **Dynamix** has produced a program very pleasing to the eye. Aircraft are more detailed, both internally and externally, than their grandfathers in *Red Baron*. One can even see subtle light-sourcing within the cockpit as one maneuvers. Further, with the inclusion of ground attack and anti-shipping missions, **Dynamix** put a lot of effort into providing realistic targets. Hangars, buildings, fuel tanks, anti-aircraft gun sites and ships, ranging from corvettes to carriers, act as convenient backstops for bullets, bombs, rockets and torpedoes. When these targets are destroyed, they really let go. Looking down at the still smoking ruins of an airfield that one's flight just worked over provides a certain amount of job satisfaction. Also, where *Red Baron*'s clouds were portrayed as large blocks that were widely scattered over the playing area, the weather model in *Aces* has paid much more attention to "visible moisture." Hence, clouds vary from small buildups that a good sneeze would dissipate to solid layers, thousands of feet thick. *Aces* is definitely graphically superior to *Red Baron*.

DEPTH OF GAME PLAY — Almost every type of mission that fighter or light bomber/torpedo aircraft undertook during the war is recreated in *Aces of the Pacific*. **Dynamix** went all out to provide a complete simulation of all aspects of air combat in the Pacific theatre. During the course of their career, players will be tasked to both intercept and escort bombers, defend and destroy shipping and ground installations, and generally scour the sky clear of enemy aircraft.

The largest enemy formation size in *Red Baron* was four aircraft. *Aces* has upped the ante so that it is not uncommon to see a swarm of eight or more adversary aircraft closing with one's flight. Generally considered, *Aces* provides a lot of replay value and players are not likely to find themselves bored.

AIRCRAFT — Some areas of aircraft modeling are excellent. Diving performance and maximum speeds at varying altitudes are very well done. The ability of various aircraft to both absorb and inflict differing amounts of damage seems remarkably accurate. Trying to score a kill against a P-47 Thunderbolt when one's aircraft has only a pair of 12.7 MM guns can be a time-consuming affair. Conversely, watching a lightly armored Zero erupt in flames after a short burst from a heavily armed U.S. fighter shows clearly just how frail many of the Japanese aircraft were.



Dynamix also took the time to accurately model ammunition consumption. Using the historical armament load and rates of fire, they show how ammunition-limited many WWII fighter aircraft actually were. Players will find themselves having to be conservative on their shots to avoid running out of bullets before running out of targets.

MISSION RECORDER — Taking advantage of all the graphic detail is easy to do via the mission recorder. The recorder writes every mission to tape and allows players infinite flexibility in viewing options. The player can watch previously recorded battles from any aircraft present, or move the camera to any point desired. Want to watch that torpedo strike home? No problem. Just move the camera to the ship's waterline. This is a very powerful feature and a lot of fun to play with.

Going Into A Stall (Negative Thrusts)

SPEED — All the graphic detail has a heavy cost associated with it. Playing on a 386/33 Mhz system with more than just a few aircraft slows play to such an extent that the game loses much of its enjoyment. Even on a 486/50 Mhz system, the game bogs down when multiple aircraft are over a ground target. Without a doubt, this might prove to be a fatal blow to **Dynamix**' hopes of continuing the Great War Planes series. A simulation that won't play smoothly except on the very fastest (and most expensive) computers may not capture enough of the market to make further ventures profitable.

Time will tell if **Dynamix** is willing to tighten up the current game code to increase speed. Another option may be to allow players to downscale graphics and find a balance that works for their machines. The current graphic detail adjustment scales just don't seem to have much affect on game speed.

ADVERSARIES — The enemy artificial intelligence isn't nearly as aggressive as in *Red Baron*. In *Baron*, some of the aces were very tough and a fight against any more than two at once was a challenge. In *Aces*, while the adversaries are still dangerous, it's much easier to defeat a large number of them. It almost seems as if the programmers were relying on the sheer number of the enemy planes to make up for a relatively weak AI. *Red Baron* had such excellent play balance, one has to wonder what happened in the interim.

AIRCRAFT — Aircraft turning performance seems to have been limited to the extremes; either the best or the worst. Every aircraft stalls somewhere between 60 and 80 miles per hour. This is true whether the aircraft is straight and level or pulling hard in a turn. Climbing performance is also greatly overestimated.

Comparing the performance of a P-51 in *Aces* to a P-51 in *Chuck Yeager's Air Combat* reveals some remarkable differences. The *Yeager* P-51 takes four minutes and fifteen seconds to reach 10,000 feet from a standing start, which is very close to what several reference sources list for the Mustang. In *Aces*, the same P-51 makes the climb in one minute and 51 seconds, a climb rate of over 5,000 feet per minute, *twice* what it should be. The Yeager P-51 stalls in straight and level flight at 100 mph, and 140 mph when in a turn. The *Aces*' Mustang stalls at 80 mph either way. These may seem like insignificant points, but they do affect game play. By flattening out such differences between aircraft, the player will notice that adversaries tend to perform the same way no matter which aircraft is being flown. An experienced player will have little trouble flying a lumbering P-47 Thunderbolt in a dogfight against several

agile Zeroes. Historically, the only way to survive in such a fight would be to use slashing hit and run tactics to take advantage of the Thunderbolt's great speed and deny the Zeroes a turning fight they would surely win. Overall, by levelling out turn performance, the game heavily favors the larger, less agile but more heavily armed and armored U.S. fighters.

SOUND — Another aspect that has deteriorated from *Red Baron* to *Aces* is sound support. What was crisp and sharp in *Red Baron* comes off as muted and dull in *Aces*. Most likely, this was done to account for the fact that the player's pilot is now enclosed in a cockpit, but it is noticeable nonetheless. Engine sounds are a nondescript hum and the pop of bullets striking targets is the same snare drum, whether the bullets are hitting the player's aircraft or any other. Gone, of course, is the sharp slap of bullets shredding fabric and wood (since, indeed, the fabric and wood are gone, as well) that *Red Baron* employs to inform players that they are on the receiving end of a series of lead telegrams from the enemy. Still, it would have been nice if **Dynamix** had provided players a bullet rending metal cue to indicate when their own planes are being needled with those unwelcome fuselage tattoos courtesy of foreign aces. For now, the player's first indication of danger may well be an engine erupting in flames.

Further, when an aircraft enters a stall in *Aces*, the only indication is a small "stall light". When an actual aircraft enters a stall, a very distinct rumble is



both heard and felt as the airflow separates from the wings. The addition of such a sound effect would have added to the game's feel a great deal.

VIEW MODES — Carrying over a weakness from *Red Baron*, *Aces* provides the player with very limited view modes from within the cockpit. During the heat of a dogfight, the only truly usable views are straight ahead, high forward, and, in aircraft with bubble canopies, the deep six (i.e. straight aft). A huge blind area exists from 60 degrees above the aircraft's nose to just above the aircraft's tail. This means that for a good percentage of the time, players will lose sight of the aircraft they are maneuvering against. Shifting to the very powerful external view mode takes too much time and effort in the middle of a heated dogfight. A nice addition might have been a track mode for the nearest threat, similar to that in *Falcon 3.0* and *Chuck Yeager's Air Combat*. At the very least, a high six view mode covering some of the blind area would have been handy.

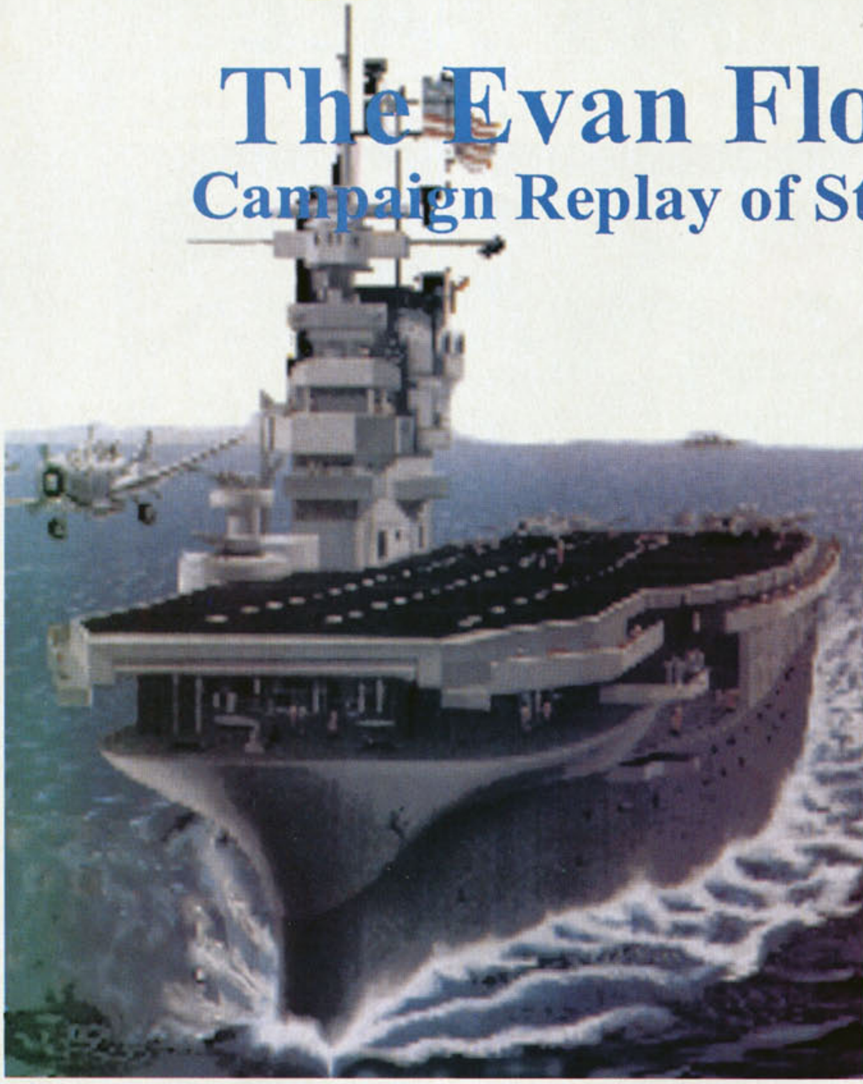
Emergency Landing (Conclusion)

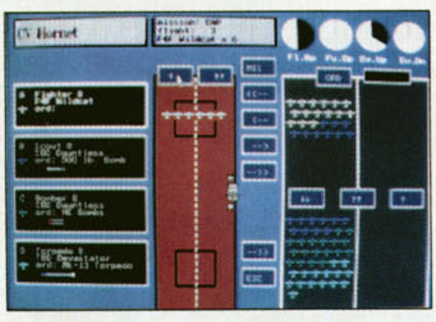
Aces of the Pacific has terrific potential. A lot of time and effort has gone into the program to give it great depth and playability. The only major flaw is speed of play, but it is a serious one. As it currently stands, *Aces of the Pacific* is 80% "battle-ready." Here's hoping the next few revisions provide that extra 20% to make the program *everything* both **Sierra/Dynamix** and the players wish it to be. CGW

The Evan Flow of Battle

Campaign Replay of Strategic Simulations'

CARRIER STRIKE







Normally, writing up a campaign replay of a game like Gary Grigsby's *Carrier Strike* would seem to be clearly within my purview, but I was reluctant to undertake the assignment. Having recently switched motherboards, I found that the mouse implementation would not function properly on either *Western Front* or *Carrier Strike*. (Note: discussions with **SSI** reveal that in over 15,000 units sold, my mouse problem is unique.) However, I was sufficiently aggravated that I wanted little to do with the simulation. Also, I found the graphics somewhat lackluster. Thus, I quickly determined to duck the assignment.

However, I was interested in the subject matter, so I attempted to try the product purely for my own interest — and discovered that *Carrier Strike* is a fascinating and enjoyable simulation. Once I learned the play mechanics (which are relatively simple), I found the game to be a real player — one that I could not put down. Much to my family's chagrin, I spent ten hours of Memorial Day running through a campaign. The following day, I telephoned Mr. Grigsby and personally apologized for my earlier criticisms. This is the history of that campaign.

The campaign scenario may be initiated in any of the major Pacific scenarios. I decided to begin with the earliest scenario (Coral Sea) as the Americans and proceed on through the war. This replay will note the major strategies and tactics employed, as well as certain "player" hints developed through extensive play.

I. Coral Sea

It is May 7, 1942. My assignment is to protect Port Moresby and cause as much damage to the Japanese fleet as possible. Depending on the luck of the draw, enemy activity can be either moderate, heavy or very heavy. Prior experience told me that anything other than moderate would be an American Armageddon. Moderate enemy activity is mandated for the American to have a reasonable chance of setting the stage for eventual victory.

Enemy activity is moderate. How-

ever, I luck out — while my fleet carriers could be as few as two, I in fact receive four (*Yorktown*, *Enterprise*, *Lexington* and *Hornet*). The Sons of Nippon are in for a nasty surprise!

My task forces are deployed far to the east of Port Moresby, and the prevailing wind direction will compel me to sail east every time I launch. But for a player seeking tactical surprise and a covered withdrawal, this is adequate. CAP (Combat Air Patrol) should be aloft by first light (0600); in fact, since there is no penalty for launching in morning darkness, *I recommend that CAP always lift at 0400.* It will not be forgotten, and it leaves the carrier deck space available for "more important" missions like searches and strikes. CAP is like money — you can't have too much of it. Since strike missions usually seem to penetrate enemy defenses anyway, I put two-thirds or more of my fighters on CAP, and only have 6-10 fighters from each carrier accompanying my strikes.

By 0520, search missions should be launched — without fail! While they will have nothing to report before daylight, I want their eyes available in-close so that I do not receive an unpleasant breakfast call. For historical purists, the search mission "rays" should be turned off; they reveal too much information about possible enemy task forces.

At any rate, 7 May is a day of tension but little result. No enemy task forces are sighted, and as darkness falls, my search and CAP assets are landed and prepared for the following day. Hint: be careful not to send out a search mission late in the afternoon. They have a tendency to get lost and ditch once darkness arrives.

The following morning, I engage in similar operations. After CAP and search planes are launched, I prepare the decks with priority to dive bombers armed with 1,000 pound armor-piercing bombs. Torpedo-bombers are a lesser priority as their accuracy renders them virtually useless. Since immediate contact is made with hostile carriers by 0700. Massive strikes are quickly launched, and once the initial planes return, organization falls into the chaos of preparing the returned planes for a second and third strike and sending them out as quickly as possible.

Numerous hits are made on two separate Japanese task forces, while I receive little damage in return. Also, I manage to force my surface task force into the enemy carriers, and while they cannot penetrate the carrier screen, I am confident that their disruption can have little positive impact on the enemy.

As darkness falls on the second day, the Japanese withdraw, leaving me with a decisive victory. Port Moresby has been saved! Air casualties are as follow:

Aircraft	Score Japanese	American Losses
Fighters	22	0
Dive-Bombers	37	5
Torpedo-Bombers	53	9
Medium Bombers	1	0
Float Planes	15	0
Patrol Planes	0	0

Score		
Victory Points	Japanese	American
Mission	25	0
Damage	35	1,916

The Japanese have lost the fleet carriers *Akagi* and *Kaga*, the light carrier *Shoho*, two cruisers damaged and two destroyers sunk. American losses place the *Lexington* and *Yorktown* in dry dock for a month, a cruiser is damaged and a destroyer sunk. A lopsided victory, and one that I am confident will lead to Japan's early demise.

II. Midway

June 20, 1942 and the Japanese are throwing everything at Midway. In fact, the Imperial effort will always be very heavy, so be careful. Of course, with my resounding success in the Coral Sea, I am confident that little can go wrong. However, I only receive three carriers (*Yorktown*, *Hornet* and *Enterprise*).

My starting position seems historical — to the north of Midway Island. This time, contact is made at first light, and large multiple strikes criss-cross the skies. My confidence turns to consternation when my search planes report over seven Japanese carriers present (it is not until much later that I realize some of these sightings may have been erroneous reports).

But once the strikes begin, they continue throughout the day. Again, I manage to sail my surface fleet into the Japanese van, and again, they cause little damage — but it seems so satisfying. The *Enterprise* is sunk, and the *Yorktown* incurs 98% damage. It is sufficient for the higher brass to issue a "General Withdrawal" order, and my vessels retreat to the east.

My strikes had not gone without results, and I was confident that at least two Japanese carriers had been destroyed. As night falls, both sides retire, but not before my land-based aircraft at Midway finishes off another enemy carrier.

Air casualties are as follow:

Score		
Aircraft Losses	Japanese	American
Fighters	57	10
Dive-Bombers	51	45
Torpedo-Bombers	71	19
Medium Bombers	0	0
Float Planes	5	0
Patrol Planes	0	3

Score		
Aircraft Losses	Japanese	American
Fighters	19	2
Dive-Bombers	43	18
Torpedo-Bombers	33	14
Medium Bombers	1	0
Float Planes	24	0
Patrol Planes	1	2

Midway has been saved, but my victory is marginal, and I am growing concerned. Japanese carrier losses are very heavy: *Hiryu* and *Soryu* sunk, *Shokaku* in repairs for three months and *Zuikaku* for two months, and the light carriers *Junyo* and *Zuiho* sunk. On the other hand, I have lost the *Enterprise*, and the *Yorktown* has less offensive power and seaworthiness than the Skipper's *Minnow*. My surface forces have also taken a beating — three cruisers sunk and one damaged, and two destroyers sunk and one damaged.

Although I have been blooded, I feel that the strategic situation is in my favor. Carrier battles generally go to the one with the first strike placed on target, and I have been consistent. While my planes' accuracy is less than satisfying, I cannot lose my sense of coming victory.

III. Eastern Solomons

August 23, 1942, and I am on the offensive. I have to get transports and supplies to Henderson Field, and engage the enemy forces. Opposition is expected to be moderate, while I have four carriers.

Search planes reveal no enemy forces nearby, and at noon, the enemy task force is sighted — 500 miles to the west. Obviously, battle will have to await until the following morning. The only combat to occur is land-based B-17s hitting Rabaul while Japanese Bettys strike Henderson Field in return. In a night action, the enemy task force bombards Henderson Field.

Luckily, the wind has shifted to the west, thereby allowing me to draw closer and not have to lose time in air launches. The following morning, I know I am in harm's way, and resolve to get off my strikes early. However, my only enemy is a surface task force. Since a strike will only circle over my carriers for two turns before landing, I decide to issue the order. Hit the enemy task force; if the carriers are spotted in the interim, I will divert the strike for the more attractive carriers. Hint: diversion of strike missions is an effective tool; if there are no enemy naval forces, you can order a strike on an enemy airfield. This gets the strike moving in the right direction and can often catch the enemy unaware.

By 0940, the first strike had returned, been rearmed and sent back into the fray. By 1200, a third strike had been sent to complete the destruction on the surface fleet. It appeared that the third strike caused the final out and retired the side. As night fell, the Japanese retreated once again.

Air casualties are as follow:

Score		
Aircraft Losses	Japanese	American
Fighters	3	0
Dive-Bombers	17	14
Torpedo-Bombers	7	4
Medium Bombers	1	0
Float Planes	12	0
Patrol Planes	5	1

Score		
Victory Points	Japanese	American
Mission	163	0
Damage	1,,287	1,563

Victory is complete. The Japanese carriers *Shokaku* and *Zuikaku*, previously damaged at Midway, have been sunk as well as the light carrier *Ryujo*. The battleship *Kirishima* is also sunk, and the *Hiei* damaged for two months. Finally, three cruisers, a light cruiser and two destroyers were damaged and an additional destroyer sunk — at the cost of a month in dry dock for the *Saratoga* and the *Wasp*, and some damage to a destroyer and an oiler (which fell prey to a Japanese submarine).

IV. Santa Cruz

November 20, 1942, and my mission appears similar to the last. Opposition is again expected to be moderate, and I have my four carriers back for another run at the Japanese.

I cannot find the enemy, and have to send out three separate search missions. Finally, I find the enemy task forces in late afternoon, but there is sufficient time for a massed air strike. Unhappily, my tactic of using my surface task force to deplete the enemy bears bitter fruit, as Japanese torpedoes and gunfire devastate my warships. But the point loss is not fatal, and my air strikes try to complete the mission of the surface warships.

Air casualties are as follow:

Score		
Aircraft Losses	Japanese	American
Fighters	3	0
Dive-Bombers	17	14
Torpedo-Bombers	7	4
Medium Bombers	1	0
Float Planes	12	0
Patrol Planes	5	1

Score		
Victory Points	Japanese	American
Mission	75	600
Damage	415	1,508

The Japanese lost fleet carriers *Soryu* and *Hiyo*. In surface warships, they lose the battleship *Kongo*, a second battleship heavily damaged, four cruisers damaged, a light cruiser damaged, four destroyers damaged and three sunk. My losses are a battleship (*South Dakota*), two cruisers and a third damaged, two destroyers sunk and three damaged. Again, a Japanese submarine damaged an oiler. But it is apparent that the Japanese have few aircraft left, and I see little potential for disaster.

V. Marianas

It is May 17, 1944, and enemy opposition is expected to be moderate. I have to engage the enemy fleet and get a task force to Green Island. I have seven carriers in two task forces: three fleet carriers — *Bunker Hill*, *Franklin* and *Enterprise*, and four light carriers — *Monterrey*, *Cabot*, *Langley* and *Bataan*. The light carriers carry only fighters and torpedo bombers, but I am confident that I far outnumber my enemy.

Actually, the battle is an anti-climax. I am so far away that I cannot engage with my carriers, while land-based aircraft continually strikes the Japanese fleet all day. That night, the Japanese withdraw, and the war is over.

Air casualties are as follow:

Score		
Aircraft Losses	Japanese	American
Fighters	33	3
Dive-Bombers	27	2
Torpedo-Bombers	30	2
Medium Bombers	0	3
Float Planes	0	0
Patrol Planes	1	2

Score		
Victory Points	Japanese	American
Mission	0	100
Damage	0	1,195

My casualties are nil, while the Japanese lose the fleet carrier *Taiho* and light carrier *Ryuho*. In addition, two Japanese light carriers are damaged (*Chitose* and *Chiyoda*).

Conclusions

All in all, it was a rather one-sided affair, but such is to be expected in carrier operations. Coming back from an initial defeat can be rather difficult, but luckily, I did not have to undertake such an arduous task.

Score		
Victory Points	Japanese	American
Mission	1,338	22,700
Damage	1,782	8,519
Total	3,120	23,219

The American radar advantage allowed me the luxury of having some advance warning, but this has only whetted my appetite to return to the Coral Sea — but this time as the Japanese. CGW

Forgotten War–Forgotten Game?

Strategic Simulations, Inc.'s *Conflict:Korea*

by Richard Savage

Title:	Conflict:Korea
System	IBM
Price:	$59.95
Copy Protect:	Document Look-Up
Designer:	Norm Kroger
Publisher:	SSI, Sunnyvale, CA

On June 25, 1950, the North Korean People's Army stormed south, intent on conquering South Korea and unifying the peninsula nation under Communist rule. Liberally armed with Chinese and Soviet weapons and tanks, the North Koreans routed the Republicf Korean ("ROK") troops wherever they met them. Shortly after the conflict started, the United Nations passed a motion to aid the ROKs.

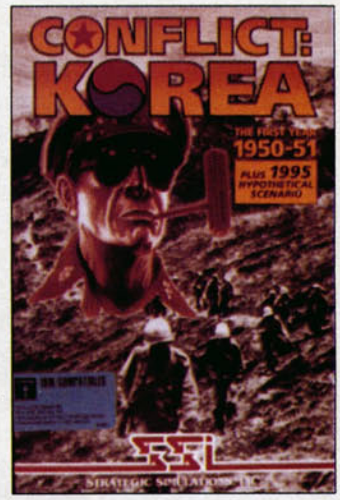
So, American troops and planes were quickly dispatched to help heir hard-pressed ally. **SSI's** *Conflict: Korea* recreates this first year of conflict, when the North Koreans were seemingly unstoppable and the UN forces were forced into a small perimeter at Pusan. Then came the inspired Inchon landings and the pushing back of the North Koreans past the 38th parallel to their own capitol. Finally, the wild card of the Chinese People's Liberation Army is introduced, starting yet another rout to the south by the UN troops as they maneuvered back past the 38th parallel. This is the setting for the latest, and best, of SSI's computer wargames, based on the original *Red Lightning* system.

As the UN player, one must stem the original onslaught of North Korean troops, stopping them short of their goal of pushing all friendly troops into the sea at Pusan. As the North Koreans, or NKPA, One must overrun, infiltrate, and decimate the ROK and UN troops that stand in the way before UN airpower and the increasing American Build-up make the task of total conquest impossible and hence, one's supply lines interdicted and one's armies exhausted, one battle short of victory.

Conflict: Mechanics

Conflict: Korea is a regimental, division level simulation with turns representing about one week. The game is played on a superb VGA map, depicting an area from Pusan in the South, all the way to the Chinese border in the North. Each hex (with on-screen hexes being optional) is approximately 15 kilometers across. This is a large map, with much more space for manuever than in previous games of this design.

Airpower can be computer or human controlled, although I recommend that the players control it personally, as the computer seems to favor air strikes over interdiction, even though the latter can prove decisive in the long run. Airpower comes in the same style as the previous games, air superiority, interdiction, and ground support, with all squadrons rated for their effectiveness in each capacity. Weather plays an important part in airpower's availability, but even in bad weather, a portion of the airforces will still be effective. As stated in the Designer's Notes, with weekly turns, some air strikes were bound to succeed, even in the worst of weather. There is even a weather forecast for the coming weeks, so the players can plan their campaigns accordingly. Of course, meteorologists aren't called "weather guessers" without a reason! The longer the forecast, the less likely it is to be accurate. A nice touch.



To round out the capabilities, there are amphibious capabilities for the UN, (1st Marine Division, anyone?) Railroad movement is also possible, but with the realistic caveat that if one is using railroads to transport troops, less supplies will be able to use these same trains. Finally, the UN player has a one shot paratroop drop available to him, useful for cutting off supply and allowing some extra offensive force to be inserted when needed in a hurry.

The 38th Parallel or Haven't I Seen This Place Before?

In the historical scenario, it is a fine line to be trod between giving up territory and saving the troops. If the Communist juggernaut is allowed to roll south unchecked, even the Pusan perimeter won't hold them from marching to the sea. Conversely, if too many troops, mainly ROK regiments, are sacrificed in trying to slow down the NKPA, there won't be enough of them left to mount a counteroffensive into North Korea to liberate the capitol of P'Yongyang. Thus, the player is presented with a delicious paradox: If he uses only ROK troops to liberate North Korea, the Chinese won't intervene, but if one UN unit crosses the 38th Parallel, the Chinese will not be pleased and soon Red Chinese units will spring up as if by magic, surrounding and attacking the "Imperialist Dogs" of the UN. This usually results in an historical pell-mell race back to the 38th parallel, and a defensive line around Seoul, and the rivers nearby.

Also included in the 1950's historical package are two scenarios. "Operation Chromite" and "Cold Steel." "Operation Chromite" is the September 1950 seaborne invasion of Inchon by the 1st Marine Division, and the resulting breakout of the defending UN units in the Pusan perimeter. As the UN player, capturing all of Korea is the primary objective. As the North Korean, denying real estate to the UN is the key to victory. "Cold Steel" is set in November, 1950, when the UN forces were overrunning all of Korea. That is, they were overrunning the entire country until a few hundred thousand Chinese soldiers materialized out of thin air, and hurled the attackers back. As the UN player, trying to hold on to as much territory as possible is the only way to win the game. As the Communist side, one must push the UN forces as far South as possible, preferably recapturing Seoul.

Korea 1995 — The Hypothetical Scenario

Conflict: Korea was expanded to include a "What if?" scenario for the near future which postulates an all out, desperate attack by the North Koreans in order to unify the nation. The designer has hypothe-

VIKING SOFTWARE, INC.

VALUE, INTEGRITY, KNOWLEDGE

VIKING RATINGS

A-Train	B
Chrisis in Kremlin	B+
Dune	A
Global Effect	C-
Hardball 3	A+
Heroes of the 357th	C-
Indy Jones Atlantis	A
MicroLeague BB 4	TBA
Powermonger (IBM)	A-
Prophecy of Shadow	B
Solitaire's Journey	A

ADVENTURE / ROLE PLAY

PAST

	IBM	AMI
Black Crypt	-	34
Castles	36	36
Castles N. Camp.	19	-
Champions Krynn	19	34
Conquest of the Longbow	42	-
Curse Azure Bonds	34	34
Dark Lands	39	-
Dark Queen of Krynn	34	34
Eye of Beholder	34	34
Eye of Beholder 2	38	38
Eye of Beholder 3	Xmas	-
Flag	Sept	Sept
Four Crystals of Trazere	34	34
Gatewy Savage Frontier	34	34
Heimdall	32	32
Heroes Quest 3	42	-
Kings Quest 5 VGA	42	39
Kings Quest 6	Sept	-
Legacy of Necromancer	27	-
Legend of Kryandia	37	-
Lord of the Rings	36	36
Lord of the Rings 2	36	-
M&M CLouds of Xeen	39	-
Magic Candle 2	39	-
Magic Candle 3	October	-
Martian Dreams	39	-
Might & Magic 3	39	39
Merchant Colony	32	-
Pool of Radiance	15	15
Pool of Darkness	39	39
Prophecy of the Shadow	39	39
Quest for Glory (New)	22	-
Rampart	28	28
Realms	20	Summer
Secret of Monkey Island	37	37
Secret of Monkey Island 2	39	39
Secret Silver Blades	34	34
Siege	38	-
Shadowlands	33	-
Spellbound	Summer	-
Spoils fo War	37	-
Tales of Magic	39	-
Treasures Savage Frontier	34	34
Ultima 6	42	42
Ultima 7	47	-
Ultima Trilogy 2	47	-
Ultima Underworld	47	-
Uncharted Waters	43	-
Warriors of Legend	20	-
Wizardry 6	39	39
Wizardry 7	42	-

PRESENT

	IBM	AMI
Buzz Aldrin Space	42	-
Crisis in the Kremlin	42	-
D/generation	34	-
Dagger of Amon RA	42	-
Elvira 1	43	43
Elvira 2	43	43
Heart of China	37	37
Indy Jones Atlantis	39	-
K.G.B.	Sep.	Sep.
Leisure Suit Larry 5	42	38
Lost Treas. Infocom	46	46
Oh No! More Lemmings!	22	22
Jaws of Cerberus	43	43
Lost in L.A.	38	-
Out of this World	37	37
Police Quest 3	42	37
Rocketeer w/Sound	42	-
Savage Empire	39	-
Sea Rogue	28	-
Strike Commander	?	-
Willy Beamish	42	-

FUTURE

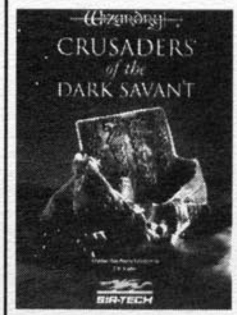
	IBM	AMI
A.G.E.	Sept	Sept
B.A.T. 2	-	May
Battletech 2	19	-
Buck Rogers	15	33
Buck Rogers 2	34	-
Breach 2	21	34
Dune	37	37
Epic	42	Spring
Elite Plus	32	-
Free D.C.	40	-
Gateway	38	-
Hard Nova	34	34
Jonny Crash	Fall	-
Leather Godesses of Phobos 2	46	-
Mantis Fighter	August	August
Martian Memorandum	38	-
MechWarrior	25	-
Megatraveller 1	15	-
Megatraveller 2	39	Spring
Megatraveller 3	Fall	-
Nova 9	25	-
Out of this World	37	37
Planets Edge	38	-
Rise of Dragon VGA	39	39
Rules of Engagement	39	39
Space Quest 4	42	37
Star Control 2	37	-
StarFlight 1	19	34
StarFlight 2	19	34
Star Trek 25th Anniversary	36	-
Twilight 2000	32	Summer
Twilight 2001	Jan 93	-
Ultrabots	?	-
Wing Commander 2	47	-
W/C 2 Spec Ops 1	20	-
W/C 2 Spec Ops 2	20	-
Speechpak	15	-

HINT BOOKS

AD & D Clue Books	10-12	-
Chuck Yeager Handbook	16	-
Civilization	17	-
Eye of Beholder 2	12	-
Falcon Air Combat	12	-
Lord of Rings	10	-
Lucasfilm Air Combat	16	-
Harpoon Battle Book	19	-
Magic Candle 2	10	-
Might & Magic III Hint	15	-
Railroad Tycoon	12	-
Run 5 Magazine 1-17	5	-
Seria Hint Books	8	-
Star Trek 25th	10	-
Ultima 7	10	-
Ultima Underworld	12	-
Wing Commander Hintbook	15	-
Wizardry 6 Hint Book	12	-

HARDWARE

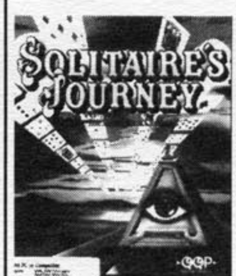
Soundblaster (Pro)	180	-
Soundblaster (Pro Basic)	129	-
Soundblaster (Micro Ch)	225	-
Gravis Eliminator Card	29	-
Gravis (Joystick)	39	34
CH-Flightstick	49	-
Pro Audio Spectrum 16 Bit	239	-
Thunderboard	99	-
Thrustmaster	79	-
Thrustmaster Weapons	79	



WIZARDRY 7

Speed is the vital factor! Your party must find a secret hidden ages ago before your foes get there. Use your characters from WIZ 6 or build your own. Includes 11 races, 14 professions, 8 essential stats and spells from6 elemental realms. Travel through caves, towns, forest and across waters. Definately a must.

IBM $42



SOLITAIRES JOURNEY

Well, without a doubt, the most requested card game ever. 105 separate games with tournaments, quests and journeys. Travel to different countries or participate in 4 individual quests. Stats are compiled as are scores and averages. Definately the most innovative card game yet, and one of the hottest sellers of the year.

IBM $38

STRATEGY

PRE WW II

	IBM	AMI
Bandit Kings China (KOEI)	39	39
Battles of Napoleon (SSI)	36	-
Civil War Vol. 1 (SSG) or 2 or 3	27	-
Conquered Kingdoms	October	-
Genghis Khan (KOEI)	37	37
Gettysburg (SSI)	39	-
Gold of Americas (SSG)	26	-
Grand Fleet (SIMCAN)	39	39
L'Empereur	38	-
No Greater Glory (SSI)	43	43
Nobunaga's Amb. 2 (KOEI)	39	-
Prelude to Jutland (GQ)	29	-
Red Baron VGA (DYNAMIX)	42	37
Romance 3 Kingdoms 2	42	42
Warlords/Enhanced (SSG)	32	32

WORLD WAR II

	IBM	AMI
Aces of the Pacific	47	-
Action Stations V. 3.2	32	32
Action Sta. Data Disk	17	17
Air Raid Pearl Harbor (GQ)	29	-
B-17 Flying Fortress	38	-
Banzai (GQ)	29	-
B. Tank Barbarosa (S.C.)	39	39
Bismarck (GQ)	29	-
Carriers at War	37	-
Carrier Strike	42	-
Fleet Commander	Winter	-
Fleet Med (SIM CAN)	39	39
Heroes of the 357th	34	-
In Harm's Way (SIM CAN)	39	39
Malta Storm (SIM CAN)	39	39
Midway (GQ)	29	-
MBT Kursk (SIM CAN)	39	39
Pacific Storm (SOLOM)	39	39
Pacific Storm (MIDWAY)	39	-
Panzer Battles (SSG)	26	34
Patton Strikes Back (BROD)	28	-
Rommel N. Africa (SSG)	26	-
Rules of Engagaement 2	October	-
Second Front (SSI)	37	37
Secret Weapons Luft.	44	-
P-38 (LUCAS) (SWOTL)	20	-
P-80 (LUCAS) (SWOTL)	20	-
DO 335	20	-
HE 162	20	-
Silent Service 2 (MICROPR)	36	36
Their Finest Hour/Battlehawks	44	19
Third Reich	28	28
Typhoon of Steel (SSI)	39	39
V for Victory	Summer	-
Western Front	37	-

SCI-FI

	IBM	AMI
Armada 2525	34	-
Breach 2	21	34
Imperium (E.A.)	28	28
Reach for the Stars (SSG)	28	28
Robosport	38	-
Rules of Engagement	39	39
Second Conflict (Windows)	34	-

AUGUST SPECIALS

	IBM	AMI
Champions of Krynn	19	-
Death Knights of Krynn	19	-
Knights of Legend	15	-
Omega	15	-

MODERN

	IBM	AMI
A Line in the Sand	27	-
Adv. Tac Air Com.	Summer	-
Chuck Yeager Air Combat	39	-
Conflict Korea	37	37
Conflict Middle East (SSI)	39	39
F-117A Nighthawk (VGA)	43	-
F-15 III	Fall	-
Falcon 3.0	46	-
Falcon 3.0 Campaign Disk	25	-
Global Effect	34	34
Gunship 2000 (MICROPR)	38	-
Harpoon v.1.2 (360)	29	33
Harpoon #2 Or #3	20	20
Harpoon #4	22	22
Harpoon Designer Series	34	-
Harpoon Scen. Edit. (360)	28	28
Harpoon Challenger Pack	43	43
M-1 Tank Platoon (MICROPR)	36	36
MBT Centr. Germany	39	39
MBT Middle East	39	39
MBT North Germany	39	39
Megafortress (360)	28	39
Megafortress Mission Disk #1	24	July
Megafortress Miss #2	24	-
Shuttle	37	37
7th Fleet (SIM CAN)	39	39
Team Yankee	32	39
Team Yankee 2	32	32

GENERAL

	IBM	AMI
A-Train	42	-
Civilization	38	-
Empire Deluxe	October	-
Global Conquest	39	-
Lost Admiral	38	-
Lost Admiral Enhanced	Winter	-
Perfect General	38	38
Perfect General Disk 2	October	-
Perfect General WW II Disk	22	22
Populous 2	-	39
Populous World Editor	-	15
PowerMonger (E.A.)	34	34
PowerMonger WW I Disk	-	22
SimAnt	38	38
Sim City (MAXIS)	34	34
Sim Earth	45	-
Sim Life	Summer	-
Theatre of War	33	-

SPORTS

	IBM	AMI
Battle Chess 4000 VGA/SVGA	33/42	-
Grand Prix	37	-
Hardball 3	37	-
Jack Nicklaus Signature Golf	42	-
Links	39	39
Links Disks 1-7	16 ea.	-
MicroLeague Baseball 4	33	-
NCAA College Football '92	37	-
NFL	42	-
NFL Pro League '92	37	-
The Games/SummerChallenge	October	-
The Games/Winter Challenge	36	-
Tony LaRussa	34	-
LaRussa Disks	15	-
Madden Football	-	34
Micael Jordan Flt.	42	-
MLBPA Stats '90	15	-
Pro League Baseball	37	-
Solitare's Journey	38	-
Wayne Gretsky 2	36	36
Hockey League Simulator	28	28
Weaver Baseball 2.0	20	-
Commissioner's Disk	15	-
World Curcuit	Summer	34

FREE! Shipping on orders of 2 or more games! (Add On Disks Not Included)

SAME DAY SHIPPING depending on availability. Hours: Mon-Fri 10am-10pm Eastern (6am-7pm Pacific). UPS $4.00 (AK & HI = $11) COD $8.00. Second day air: $2.50 extra. **SHIPPING OUTSIDE** OF U.S. is $12 & UPS Foreign available. **UPS OVERSEAS:** 3 day shipping time! Prices are subject to change so please call first!

PHONE (404) 840-7906..............24 HR. FAX Line: (404) 840-7925

For information and release dates **1-(404) 840-7906**

To place orders, call **1-(800) 852-6187**

2890 LAKE COLONY DRIVE, SUITE 12, NORCROSS, GA 30071

Please Note NEW PHONE NUMBER! Please Have Credit Card Ready!

Now Open Saturdays 10-5 for Your Convenience

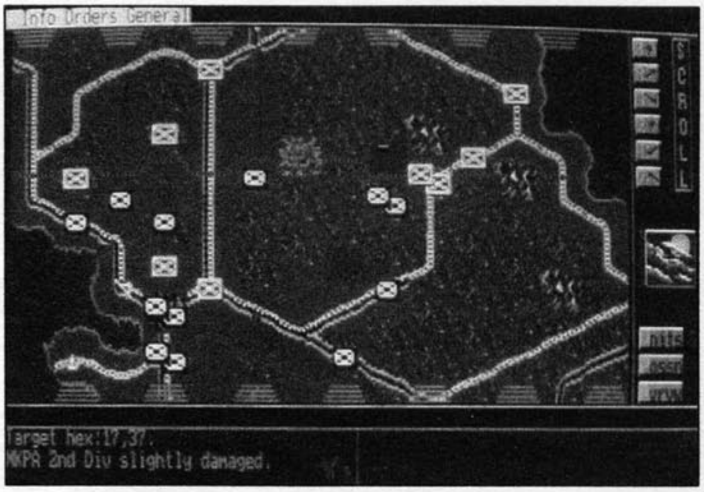
TOLL FREE IN CANADA

Circle Reader Service #98

sized that United States forces were heavily committed in other areas, to give the scenario some play balance. Given the awesome air power that the ROK-US player still has, and the numerous divisions, rather than brigades, of seasoned ROK troops, along with the U.S. 2nd Infantry Division, I expected a mild diversion in contrast to the lengthier, more exhausting 1950's version. My impressions were soon shattered when divisions of ROK troops were annihilated by the hordes of North Korean corps and reinforced divisions! Shades of the "frozen Chosin." What was happening here?

It took a few playings before I was able to use all of my assets properly, which put a screeching halt to the North Korean offensive. This scenario, though only 16 turns long, offers a lot in terms of playability. Watching the awesome effects of F-15 and F-16 jets, along with B-52's and A-10's using their ground support capabilities, is great, but not the way to win the game.

Conflict: Korea is the third in an evolving series of games published by SSI and designed by Norm Kroger. I'm glad to say that each one has improved a bit over the last. *Conflict: Korea* finally got rid of those grotesque, thick, hex grids, making them an option. Further, the VGA graphics simply make for a much better map. In addition, the documentation for *Conflict: Korea* is superb. *Conflict: Korea* has an excellent order of battle for each scenario, right down to whether a unit is green, seasoned, or veteran, and what hex it starts in. Finally, and most importantly, the AI in *Conflict: Korea* is superb! No more "suicide ttacks" by the computer (where it wipes itself out). Instead, any time the computer comes up against a formidable stack of units under the human player's command, it will try and manuever around the obstacle, while leaving units in front of the opponent, to pin him.



Using the "fog of war" option is a must for the true grognard. I *[Ed: a formidable veteran of wargaming in many forms]*, found myself sorely tested, merely using the "challenging" category of AI. To play against the "Hairy" or "Hideous" AI would be a truly daunting prospect. I have really only touched on some of the excellent elements of this game. There are many details that add further to one's enjoyment of the game. For example, having refugees clogging roads and making movement harder is a significant touch. Further, watching the freezing line slowly descend, as illustrated by the frost symbol, when winter sets in adds to one's awareness of weather-oriented problems. The ability of UN troops to "bug out," by giving them six more movement points, at the loss of most of their heavy equipment, is delightful, as is the addition of mine warfare for the harbors. Indeed, I particularly liked having Communist guerillas units to deal with and the player-defined capacity to form divisions with regiments, naming them oneself. There simply isn't enough space to adequately describe the pleasure this simulation will give the true wargamer. I just hope that, unlike the real Korean conflict, this game *doesn't* become the "Forgotten game." *Conflict: Korea* deserves better fate than it has received so far. Check it out. CGW



Department of Defense photo

Since 1982

ComputAbility Consumer Electronics

THE Multimedia SPECIALISTS

FAX (414) 357-7814 • INFO (414) 357-8181 HOURS: Mon-Fri 9am-9pm • Sat 11am-5pm

IBM

A-10 Tank Killer V.1.5 Upgrade	34.95
A-Train	39.95
A Line in the Sand	24.95
Aces of the Pacific	39.95
Aces Over Europe	44.95
Action Station	29.95
AD&D Starter Kit	42.95
Air Force Commander	34.95
Air Support	29.95
Aliens Ate My Babysitter!	29.95
American Gladiators	24.95
Ancient Empire	29.95
ATAC	30.95
ATP-Airline Trans Pilot	34.95
B-17 Flying Fortress	34.95
Bane of the Cosmic Forge	36.95
Bards Tale III	31.95
Bart Simpson's House Weirdness	29.95
Baseball 4 / USA Today Edition	29.95
BattleChess 4000	39.95
Bill Elliot Nascar Challenge	29.95
Birds of Prey	31.95
Bridge 7.0	29.95
Buzz Aldrin's Race into Space	34.95
Campaign	34.95
Car & Driver	37.95
Carrier Strike: South Pacific	39.95
Expansion Set	20.95
Carriers of War	34.95
Castles	34.95
Castle of Dr. Brain	29.95
Champions	34.95
Champion of Krynn	20.95
Civil War	37.95
Civilization	39.95
Clouds of Xeen	39.95
Cobra Mission	29.95
Conflict Korea	34.95
Conflict: Middle East	34.95
Conquest of Longbow	39.95
Conspiracy: Deadlock Files	32.95
Crazy Nick's Picks	57.95
Crisis in the Kremlin	39.95
Cruise for a Corpse	34.95
Crusaders of the Dark Savant	41.95
Curse of Amon Ra	39.95
Cyber Empires	31.95
Cybercon 3	29.95
Daemonsgate	34.95
Dagger of Amonra	39.95
Danger Zone	29.95
Dark Queen of Krynn	31.95
Darklands	39.95
DarkSeed	41.95
Dark Sun	47.95
Design Your Own Railroad	34.95
Disney's Animation Studio	74.95
Dr. Quandary	34.95
Dr. Thorps Black Jack	30.95
Dragonlance Collector's Edition	42.95
Dungeon Master	29.95
Dusks of the Gods	34.95
Eagle's Rider	29.95
Eco Quest I	34.95
Elvira II	39.95
Eye Beholder 2: Leg. Dark Moon	37.95
Eye of the Storm	30.95
F-117A Nighthawk 2.0	44.95
F-15 Strike Eagle II	34.95
Fables & Fiends: Legend Kyrandia	34.95
Falcon 3.0	44.95
Mission Disk 1	Call
Fighting for Rome: Cohort	29.95
Final Conflict	29.95
Fire King	24.95
Fire Team 2200	29.95
Flight Assignment: Air Force	39.95
Flight Simulator 4.0	39.95
Aircraft Scenery Designer	29.95
FlightPlanner	24.95
Scenery Collection Great Britain	36.95
Four Crystals fo Trazere	29.95
Frederick Pohl's Gateway	34.95
Front Page Supports: Football	39.95
Gateway	34.95
Gateway to the Savage Frontier	31.95
Global Conquest	34.95
Global Effect	31.95
Great Navel Battles	42.95
Gunship 2000 VGA	39.95
Mission Builder	24.95
Guy Spy	30.95
Hard Ball II or III	29.95/34.95
Harpoon	25.95
Battleset 2 or 3	20.95
Battleset 4	25.95
Scenario Editor	25.95
Designters' Series Battleset	31.95
Heaven & Earth	30.95
Heimdall	24.95
Heroes of the 357th	31.95
Hong Kong Mahjong Pro	31.95
Hoyles Book of Games 3	30.95
HyperSpeed	34.95
Incredible Machine	29.95
Indy Jones 4: Fate of Atlantis	37.95
J. Nicklaus Sign. Golf	39.95
KGB	29.95
Kid Works	29.95
King's Quest 4	34.95
King's Quest 5 Enhanced	39.95
King Yankee II	29.95
Koshan Conspiracey	31.95
Land, Sea, & Air 2	39.95
Leisure Suit Larry 5	39.95
Leisure Suit Larry Bundle 1,2,3	39.95
Lemmings	29.95
Oh No! More Lemmings	21.95
Light Quest	31.95
Links	34.95
Course Disks, each	17.95
Links 386 Pro	39.95
Lord of the Rings III: Two Towers	34.95
Lost Treasures of Ofocom	39.95
M	42.95
MacArthurs's War	29.95
Magic Candle II	51.95
Magnetic Scrolls	34.95
Manager's Challenge	24.95
Mantis	34.95
Mario Teaches Typing	24.95
Matrix Cubed	31.95
Mavis B. Typing V.2.0/Win	29.95/34.95
Megafortress	37.95
3D Editor	25.95
Mission Disk 1 or 2	25.95
Megatraveler II	34.95
Merchant Colony	34.95
Michael Jordan Flight	42.95
Mig 29	29.95
Might & Magic III	34.95
Millenium 2200	24.95
Mission Impossible	29.95
MS Entertainment Pak 1,2 or 3	28.95
NFL Pro League Football	44.95
New Print Shop	34.95
New Print Shop Companion	29.95
No Greater Glory	39.95
Omar Shariff Bridge/Win	29.95/29.95
Orbits	36.95
Oregon Trail	29.95
Out of this World	34.95
PGA Tour Golf	31.95
PGA Tour Golf for Windows	37.95
Course Disk for Windows	17.95
Pacific Islands	29.95
Patton Strikes Back	34.95
Perfect General	34.95
WWII Edition	21.95
WWI Scenario Disk	19.95
Pinball for Windows	29.95
Planet's Edge (286/HD)	34.95
Police Quest III	39.95
Pools of Darkness	37.95
Populous II	37.95
Powermonger	31.95
Pro League Baseball	34.95
Prophecy of the Shadow	37.95
Quest for Glory 2 or 3	34.95/39.95
Raf in the Pacific	24.95
Rampart	25.95
Realms	29.95
Red Baron	39.95
Red Baron Missions	44.95
Road & Track Grand Prix Unlimit.	34.95
Robin Hood/Conquest Long Bow	39.95
Robocop 3-D	31.95
Robosport for Windows	34.95
Rules of Engagement	37.95
Scenery Enhancement Editor	24.95
Sea Rogue	34.95
Secret of Monkey Island II	34.95
Secret Weapons/Lufttwaffe	39.95
Expansion Disk 1,2,3 or 4	19.95
Secret/Silver Blades	15.95
Shadow Sorcerer	31.95
Sherlock Holmes: Lost Files	37.95
Siege	37.95
Sim Ant DOS/Windows	29.95/34.95
Sim City DOS/Windows	29.95/34.95
Sim Earth / Windows	39.95/39.95
Snoopy's Game Club	29.95
Solitaire's Journey	34.95
Sound Graphics, Aircraft	24.95
Space Quest 4 Enhanced	39.95
Spell Craft	Call
Spelljammer: Pirates Realmspace	37.95
Star Control II	Call
Star Flight II	20.95
Star Trek: The 25th Anniversary	34.95
Strike Commander	44.95
Strip Poker 3	29.95
Stunt Island	36.95
Summoning	37.95
Super Space Invaders	24.95
Super Tetris	29.95
Tales of Magic: Proph. Shadow	37.95
Task Force 1942	39.95
Teenage Ninja Turtles: Arcade	24.95
Teenage Ninja Turtles: Adventure	29.95
Tengen's Arcade Hits	24.95
Test Drive III	34.95
Road & Car #1	15.95
Tetris Classic / Windows	Call
The Games - Winter Challeng	34.95
Theatre of War	37.95
Their Finest Hr/Battle of Britain	42.95
ThunderHawk	24.95
Tilt	24.95
Time Quest	34.95
Tom Landry Football	29.95
Top Gun	29.95
Tracon for Windows	34.95
Tracon II	29.95
Traders	29.95

800-558-0003

PO Box 17882, Milwaukee, WI 53217

MULTIMEDIA

CALL US FOR OUR CD-ROM TITLES!

MAGNAVOX

External Combination CD-ROM Drive with CD-Audio Player

Call for Included Software Titles!

WITHOUT SOFTWARE	WITH SOFTWARE
$329	$359

SONY

External CD-ROM Package featuring CDU-7205

and an extensive software list!

CALL!

CREATIVE LABS, INC.

SoundBlaster Pro MM Upgrade Kit Internal $549

CD-ROM Drive Package

(if you have Sound Blaster Pro)

Internal $359

Multimedia Starter Kit Internal $449

MEDIA VISION

NEW PRODUCTS!

• Pro 16 Multimedia System - Internal $1,019-free delivery!

• CDPC - External $1,079-free delivery!

MPC Multimedia PC

CREATIVE LABS, INC.

Sound Blaster
Speech/Music
Voice/MIDI
Game Port
$99
Speakers **$29**

Sound Blaster Pro
Stereo/Speech/
Music/MIDI/CD-ROM
Interface/ Game Port
$185

S B Pro Basic
same as
SB Pro but
without MIDI
$159

MEDIA VISION

PRO AUDIO SPECTRUM 16

MPC Multimedia PC **$225**

16 Bit / MIDI Interface, True 16 Bit Stereo Sound, Advanced 20 Voice Stereo Synthesizer, Joystick, Amplifier, Software - Call for List!

• JOYSTICK • • MICE • • Game Cards •

— PC —

MACH 3 Joystick	$29
MAXX Flight Yoke	$69
MAXX Pedal - NEW	$39
Flight Stick	$44
Hi Speed Adaptor	$19
CH Game Gard Automatic	$30

ADVANCED GRAVIS:

PC GamePad	$21
Analog Joystick	$35
Eliminator Gamecard	$31

GOLDEN IMAGE:

3 Button Mouse w/ Driver	$19

— AMIGA —

Wico Ergo Stick	$18

ADVANCED GRAVIS

Switch Joystick	$31
Mouse Stick	$59

GOLDEN IMAGE:

Replacement Mouse	$35
Optical Mouse + Pad	$45

• • MODEMS • •

Cardinal 2400 Int./Ext.	$59/95
Cardinal 9600 Internal V.32 w/ MNP5	$285
Cardinal 9600 External V.42 w/ MNP5	$335
Zoom AMC 2400 Internal with RPI	$65
Zoom AMX 2400 External with RPI	$65
Zoom AFC 2400 Send96/Rec 48 RPI Int.	$72
Zoom AFX 2400 Send 96/Rec 48 RPI Ext.	$84
Zoom FC 2400 Send/Rec 9600 Internal	$99
Zoom FX 2400 Send/Rec 9600 External	$99
Zoom 2400 V.42 Send/Rec 9600 with Winfax: FCV Internal / FXV External	$129 / $145
Zoom V.42X 2400 V.42 External	$129
Zoom V.32 bis Internal/External	$245/$265
Zoom V.32 bis Send/Receive 14,400 Int.	$265
Zoom V.32 bis Send/Receive 14,400 Ext	$319
Supra 2400 Internal w/ Mirror II	$55
Supra 2400 External	$72
Supra 2400 Plus Int. w/ MNP5 V.42 BIS	$109
Supra 2400 Plus Ext. w/MNP5 V.42 BIS	$119
Supra Fax Modem Plus 2400 Internal with V.42 & MNP5 for DOS/Win	$129/145
Supra Fax Modem Plus 2400 External with V.42 & MNP5 for DOS/Win	$149/165
Supra Fax Modem V.32, Ext. alone	$239
with Fax Software, DOS/Win	$259 / $279
SupraFaxModem V.32 bis, Ext. alone	$309
with Fax Software, DOS/Win	$329 / $329

Treasures of the Savage Frontier	31.95
Treehouse	34.95
Tristan	39.95
Twilight: 2000 VGA	34.95
Ultima VI	39.95
Ultima VII	44.95
Ultima Trilogy II 4,5,6	44.95
Ultimate Challenge Golf	34.95
UMS II: Nations at War	34.95
UMS II: Planet Editor	29.95
Uncharted Waters	39.95
Underworld - Stigian Abyss	44.95
US Atlas 3.0 / 3.0 Win	44.95/44.95
Warlord	29.95
Western Front	34.95
What's My Angle	29.95
Where...Carmen SanDiego, Each	29.95
Where...Carmen Past	34.95
Where...Carmen World Deluxe	44.95
White Death	29.95
Wild Wheels	31.95
Wing Commander	39.95
Mission Disk 1 or 2	19.95
Wing Commander II	44.95
Speech Accessory Pack	14.95
Special Operations #I orII	24.95
Wing Commander I Deluxe	44.95
Wizardry - Crusaders Dark Savant	39.95
World Atlas 3.0/3.0 Win	44.95/44.95
World Circuit Grand Prix	34.95
Worlds at War	29.95
WWII 1946	24.95
Yeager's Air Combat	37.95

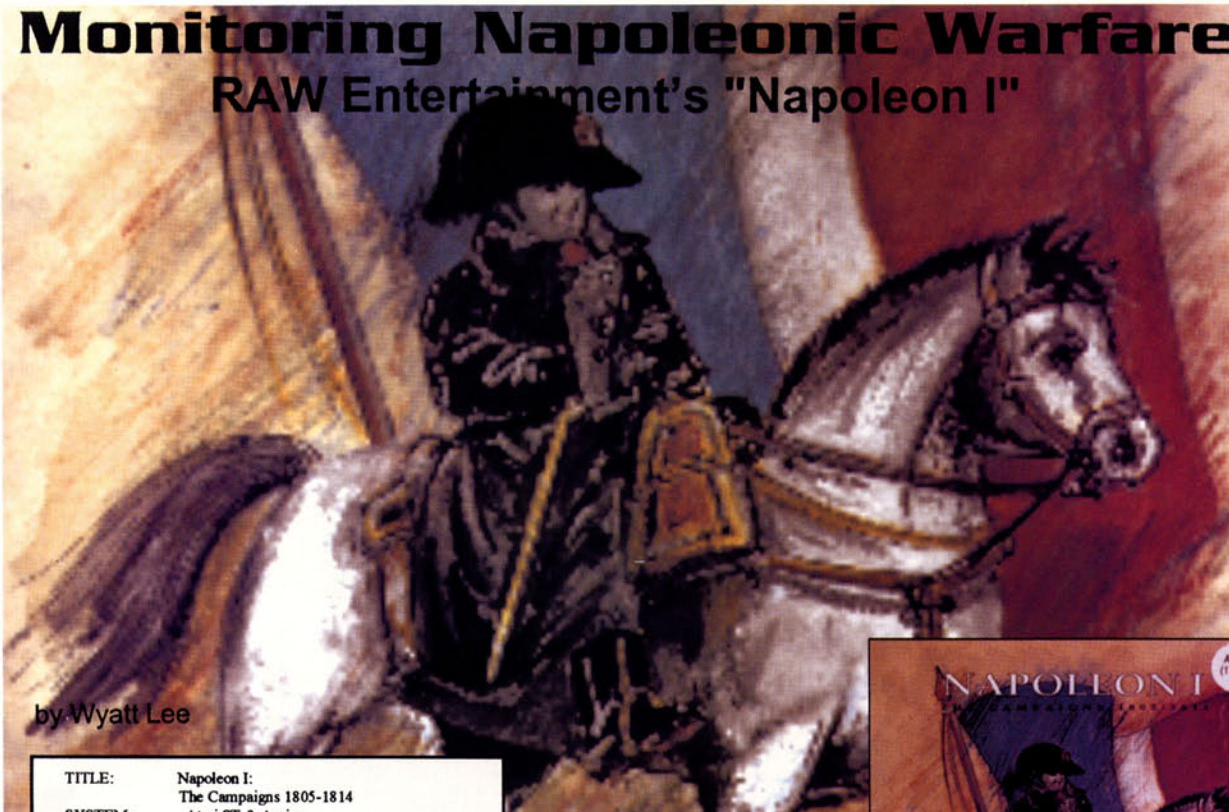
AMIGA

A-10 Tank Killer V.1.5 Upgrade	34.95
Aces of the Pacific	39.95
Action Stations	29.95
Adventures of Willie Beamish	34.95
Agony	29.95
Air Support	29.95
American Gladiators	24.95
Aqua-Venture	29.95
ATAC	30.95
B-17 Flying Fortress	41.95
Ball Game	24.95
Bane/Cosmic Forge 1Meg	34.95
Barbarian II	29.95
Battle Chess II	29.95
Bill Elliot Nascar Challenge	29.95
Birds of Prey	31.95
Black Crypt	31.95
Blitzkrieg	29.95
Campaign	34.95
Carmen San Diego/Each	30.95
Carmen San Diego - America	36.95
Castles	34.95
Campaign Disk	19.96
Castle of Dr. Brain	29.95
Champions of Krynn	31.95
Chaos- Dungeon Master 2	24.95
Chessmaster 2100	29.95
Civil War	37.95
Civilization	39.95
Conan the Cimmerian	29.95
Conflict: Korea	37.95
Conflict: Middle East	34.95
Covert Action	36.95
Crime Does Not Pay	30.95
Cruise for a Corpse	34.95
Crusaders of the Dark Savant	39.95
Curse of the Azure Bonds	15.95
Cyber Empires	31.95
Dark Queen of Krynn	31.95
Death Knights of Krynn	31.95
DeluxePaint IV	97.95
Demoniak	30.95
Disney Animation Studio	74.95
Dog Eat Dog	30.95
Dragon Wars	29.95
Dune	29.95
ECO Phantoms	24.95
Ecoquest	34.95
Elvira II - Jaws of Cerberus	39.95
Eye of the Beholder I or II	37.95
Eye of the Storm	29.95
F-15 Strike Eagle II	34.95
Fables & Fiends: Legend Kyrandia	34.95
Falcon	29.95
Fantastic Voyage	29.95
Fighter Dual	29.95
Final Conflict	34.95
Flames of Freedom	29.95
Flight of the Intruder	34.95
Four Crystals of Trazere	31.95
Gateway to the Savage Frontier	31.95
Global Effect	31.95
Godfather	29.95
Gods	24.95
Guy Spy	30.95
Hardball II	29.95
Hard Nova	31.95
Harpoon	37.95
Battleset #4	25.95
Challenger Pak	54.95
Designers' Series Battleset	31.95
Heart of China	36.95
Heimdall	24.95
Hoi	24.95
Home Alone	29.95
Hoyles Book of Games 3	29.95
Indy Jones 4: Fate of Atlantis	37.95
International Sports Challenge	30.95
Jack Nicklaus Unlimited	34.95
Keys To Maramon	31.95
King's Quest 4 or 5	34.95
Knights in the Sky	34.95
Land, Air, Sea Compl 2	34.95
Leander	29.95
Leisure Suit Larry I Enhanced	34.95
Leisure Suit Larry 5	34.95
Lemmings	28.95
Light Quest	31.95
Links	29.95
Course Disks, each	17.95
Lord of the Rings 1, 2 or 3	34.95
Lost Treasures of Infocom	39.95
Madden Footbal	31.95
Manager's Challenge	29.95
Mantis	34.95
Matrix Cubed	31.95
Mavis Beacon Typing	29.95
Mega Fortress	37.95
Mission Disk #1	25.95
Mercenaries	37.95
Merchant Colony	34.95
Medieval Warrior	30.95
Megatraveller 2	34.95
Mig-29	30.95
Might & Magic III	34.95
Mike Ditka Football	34.95
Millenium	24.95
Mixed-Up Fairy Tales	29.95
Monty Python	32.95
Navy Seals	25.95
No Greater Glory	39.95
Nova 9	22.95
Obitus	34.95
Oh No! More Lemmings	29.95
Oh No! More Lemm. add-on	21.95
Ork	29.95
Out of this World	46.95
PGA Tour Golf	31.95
Golf Tournament Course disk	17.95
Pacific Islands	29.95
Paper Boy 2	25.95
Perfect General	34.95
WWII Edition	22.95
WWII Scenario Disk	19.95
Pinball Dreams	24.95
Pit-Fighter	21.95
Police Quest 1 Enhanced	34.95
Police Quest 2 or 3	34.95
Pools of Darkness	37.95
Pools of Radience	15.95
Populous	31.95
Populous II	37.95
Powermonger	31.95
Prehistoric	29.95
Prince of Persia	24.95
Prophecy of the Shadow	37.95
Quest for Glory 1 or 2	34.95
Railroad Tycoon	34.95
Red Baron	34.95
Red Zone	29.95
Rise of the Dragon	34.95
Robin Hood: Conquest Long Bow	36.95
Robocop 3D	31.95
Robosport	34.95
Romance of 3 Kingdoms 1 or 2	39.95
Rules of Engagement	37.95
Secret of Monkey Island I or II	34.95
Secret of the Silver Blades	15.95
Shadow of the Beast II or III	34.95
Shadow Sorcerer	31.95
Shuttle	34.95
Sim Ant	34.95
Sim City	29.95
Sim Earth	39.95
Sleeping Gods Lie	29.95
Sorcerian	36.95
Space Quest 3 or 4	34.95
Spacewrecked	29.95
Star Control II	Call
Starflight I or II	31.95
Stellar 7	21.95
Stratego	29.95
Strip Poker 3	29.95
Super Space Invaders	24.95
Tales of Magic: Prophecy Shadow	37.95
Teenage Ninja Turtles:Adventure	29.95
Teenage Ninja Turtles: Arcade	29.95
Terrain Envoy	28.95
Their Finest Hour	20.95
Thunderhawk	29.95
Thunderstrike	29.95
Time Warp	34.95
Tom Landry Football	29.95
Tracon II	39.95
Traders	29.95
Treasure of the Savage Frontier	31.95
Twighlight 2000	34.95
Ultima 6	39.95
UMS II: Nations at War	36.95
UMS II: Planet Editor	34.95
Viking Field of Conquest	36.95
Volfied	24.95
Warlord	29.95
Wild Wheels	31.95
Willie Beamish	34.95
Where in the ...Carmen each	29.95
Wide World of Boxing	29.95
Wonderland	34.95
World Atlas 2.5	34.95
World Circuit	34.95
Worlds at War	29.95
Yeager's Adv. Train 2.0	25.95

ORDERING INFO: Specify system. For fast delivery send cashier's check or money order. Personal & company checks allow 14 business days to clear. P.O.'s welcome. **C.O.D. charges are $5.00** In Continental U.S.A. include $5.00 for software orders 5% shipping for hardware, minimum $5.00. MasterCard and Visa orders please include card #, expiration date and signature. WI residents please include 5% sales tax. HI, AK, FPO, APO,Puerto Rico and Canadian orders, please add 6% shipping, **minimum $6.00.** All other **foreign orders add 15% shipping, min $15.00** All orders shipped outside the Continental U.S.A. are shipped first class insured U.S. mail, where available. If foreign shipping charges exceed the minimum amount, you will be charged the additional amount All goods are new and include factory warranty. We do not guarantee compatability & version #s. Due to our low prices all sales are final. **All Defective returns must have a return authorization number.** Call (414) 357-8181 to obtain an R.A. # or your return will not be accepted. Prices and availability subject to change without notice. Shipping & handling are non-refundable. We ship the latest versions available to us, updates must be handled by end user directly with the manufacturer. Not responsible for typographical errors. In an effort to be complete, some new products may not be available from the manufacturer at press time.

Monitoring Napoleonic Warfare

RAW Entertainment's "Napoleon I"



by Wyatt Lee

TITLE:	Napoleon I: The Campaigns 1805-1814
SYSTEM:	Atari ST & Amiga
# PLAYERS:	1-2
PRICE:	$49.95
DESIGNER:	Frank Hunter
PUBLISHER:	RAW Entertainment 3027 Marina Bay Drive Suite 110 League City, TX 77573



There are enough hardcore Napoleonics aficionados among our readership that one must be precise about one's experience with gaming systems which cover that "glorious" era if one desires to be taken seriously. While I by no means consider myself a hardcore Napoleonics buff, my daughter did once ask if I had so many Napoleonic wargames because I was obsessed by the brilliant French general. My boardgame experiences include: **Avalon Hill**'s classic *Waterloo*, *War and Peace*, *Empires at Arms* and *Battle for Italy* (based on their larger product, *The Struggle of Nations*), as well as Keith Poulter's *Napoleon & The Archduke Charles* series published in both the *Wargamer* and *Strategy and Tactics*). Miniatures experiences include: the adjudication of a *Systems 7* miniatures campaign (across the face of an old **SPI** *Strategy I* map), multi-player battles with *Grand Army* and *Empire,* and solitaire gaming with *Napoleon's Battles*. Computer gaming challenges include: **Strategic Simulations, Inc.**'s *Napoleon's Campaigns: 1813 and 1815* (essentially, a board game with the computer as referee), *Waterloo* and *Battles of Napoleon*, as well as **Koei**'s *L'Empereur*. Nevertheless, *Napoleon I: The Campaigns 1805-1814* is distinctly different than all of them.

Napoleon I is a campaign game that allows players to participate in the sweeping geographical thrust of the emperor's prolonged conflict with the Allied Coalition. It is a game designed to offer enough options to please every gamer. Some of the design options are effective. Some are not. It is a game with design issues which are well-conceived, but oftimes, execution which is ill-received. It is a game that can both exhilarate and frustrate.

Who's In Charge?

At first glance, *Napoleon I* is extremely unsettling. One is immediately tempted to bypass the documentation. After all, who could take seriously a manual that tells you how to load and play Napoleon *II* in a game entitled *Napoleon I*? Nevertheless, players will have to read that documentation to make sense of the game, since the game takes an unusual tack in its mechanics.

Once the game is loaded and the player chooses the side to command (Human as French, Human as Allies, or Human vs. Human); whether to have hidden movement or not; and whether or not Archduke Charles is already in the game and/or the British have increased their subsidy to the Allied cause, the clock immediately begins to run and units begin to move about the map. Unless the player chooses to interrupt the game in order to give specific orders (via the Amiga's pull-down menus), the forces keep moving until contact is made.

Naturally, with hidden movement in effect, one does not realize where enemy units are until they are sighted by friendly units. In this sense, it is very similar to **SSI**'s *Napoleon's Campaigns: 1813 and 1815* or *Waterloo*

except one does not have to wait for a dispatch from the front in order to know that the sighting has occurred. Also different from the SSI games is the fact that *Napoleon I* does not give its commander an estimate of strength whenever one's forces encounter opposing forces. The strength estimates are given whenever one side or another decides to engage in a tactical battle.

Since many grognards are "control freaks" and like to determine every minor move on the part of their subordinate commanders, there will be many gamers who do not like this semi-independent movement on behalf of their forces. The design is more realistic, however, from a command perspective. The subordinate commanders act on their own initiative until given a specific objective to take. In this regard, *Napoleon I* is like a Strategic Studies Group game without the turn-based order phase. One simply inputs orders when they are necessary.

Engaging The Enemy

Whenever one engages the enemy, the program shows its tremendous versatility. The battles can be resolved tactically on-screen, resolved instantly or played out using miniatures rules (and entering the results upon rebooting the program). The on-screen tactical battle will be particularly disappointing to hardcore Napoleonics aficionados. It runs in real-time and each command to a given unit must be made through the pull-down menu system.

Also, those who are looking for some graphic portrayal of the battle will be disappointed with the tactical presentation. Though infantry units can maneuver into a square, for instance, there is no graphic representation of this on-screen. One receives a message that the unit has done so, but there are not even the formation changes which are graphically presented in **SSI**'s *Battles of Napoleon*.

Further, even though the documentation states that morale is important (and the results of tactical battles usually confirm this declaration), grognards tend to expect command control restrictions such as one has in the boardgames, *The Struggle of Nations* and *Napoleon and the Archduke Charles* or in miniatures rules such as *Napoleon's Battles*. The program may enforce such restraints internally, but it is not communicated in the battle display. Worse yet, the facing of units is not important in the tactical battle resolution. One can have an enemy unit completely surrounded and not receive any extra advantage from enfillade fire, etc.

Finally, as if that wasn't bad enough, this reviewer experienced the most frustrating bug ever in a computer wargame. During a tactical battle, Massena's troops totally eliminated one of Hiller's infantry units. Yet, after the unit was reduced to zero, it regained its original strength rather than being eliminated. The unit was surrounded by enemy troops, so it should not have been replaced by another unit. The other unit shouldn't have been able to get there.

However, the other two tactical options make *Napoleon I* worthwhile. The quick resolution option is built on Colonel Trevor Dupuy's **QJMA** model in *Numbers, Predictions and War*. This form of tactical resolution allows one to play out an entire campaign in one evening's play. One certainly can't do that with the boardgames *War and Peace* or *Empires At Arms*.



The Best News

To me, the best news was the ability to let *Napoleon I* handle the strategic movement of a campaign until contact was made, then resolve the tactical battle using *Napoleon's Battles* (my current favorite set of miniatures rules). When one selects the "resolve with miniatures" option, the program gives the details on commanders, morale, troop strengths, etc. Then, it immediately saves the game and allows the player to switch off the computer.

Later, when one restarts the program, it allows one to input the casualties by positioning the mouse and clicking once per 100 casualties (for both infantry and cavalry units) and once per gun (for artillery). Unfortunately, this takes longer than simply typing in the appropriate numbers and means that purists have to make adjustments in their ratio of men:figures (*Napoleon's Battles* has a 120 men per figure ratio for infantry and 80 men per figure for cavalry), but it is workable and shouldn't bother most players. Once the adjustments to the data have been input, the program retakes control until the next engagement or player interrupt.

What *Napoleon I* Is Not

Napoleon I is not a political and economic game for those who are looking for a computer version of *Empires At Arms* or even the style of **Koei**'s *L'Empereur* with more detailed tactical resolution. Further, *Napoleon I* is not a game for "control freaks;" too much of the game is free-running for those who want to micro-manage a vast military campaign. It is not a game for players who need state-of-the-art graphics and sound, either. The maps are rather plain and functional rather than the kind of eye candy many gamers are looking to find.

Crowning *Napoleon I*

What *Napoleon I: The Campaigns 1805-1814* happens to be is a fast-playing, versatile campaign game that fills a void in the genre of computer games based on the Napoleonic era. It meets two important needs for me: that of a large-scale campaign game that can be played in a single night (somewhat like the introductory level boardgame *Waterloo* or the wooden block game *Napoleon*) and that of a referee for a miniatures campaign. Anyone looking for a game to meet either of those needs, would do well to examine *Napoleon I.* CGW

Bjorn To Be Wild

Vikings: Fields of Conquest

by Brian P. Doud



TITLE: Vikings: Fields of Conquest
SYSTEM: Amiga
PLAYERS: 1-6
PRICE: $59.95
PROTECTION: Document look-up
DESIGNER: Brian Vodnik
PUBLISHER: Realism Entertainment
Bensenville, IL

Vikings! The very term conjures mental ice sculptures of muscular Norsemen with horned helms, sailing the oceans in dragon-prowed ships as they sought villages to pillage and kingdoms to conquer in the names of a violent pantheon of warrior gods. The mere sight of an army of these fighters would have been enough to send the groups of poorly armed inhabitants of the invaded lands heading for the hills in abject terror. *Vikings: Fields of Conquest,* Realism Entertainment's attempt to conquer the kingdom of computer games, will not have gamers heading for the hills, but such are the images of conquest that the game seeks to hew out of the raw material of its revisionist history (since the Norse invaders never managed to colonize as much territory in actuality as is possible in this game).

In *Vikings: Fields of Conquest*, the player represents one of six kings, all of whom share the same goal — to gather the strength to crush the opposing kingdoms and be proclaimed King of England. This is done by amassing armies to scour the countryside and absorb the territories that make up the game's land mass, while either fending off or actively attacking the opposing armies (who are, naturally, attempting to write our hero into the history books prematurely). This scenario is similar to that posed half a decade ago by Kellyn Beck in **Cinemaware**'s *Defender of the Crown. Vikings*, however, is a much more complex and strategy-oriented game than its graphically stunning and action-oriented counterpart.

Setting up a scenario requires choosing a king, a difficulty level and a starting territory (which can also be randomized). Setting the difficulty level to Easy and randomizing one's kingdom placement is a good way to start the first game and get a feel for the flow of play. When the rival kings are stationed and the copy protection is behind the human player(s) (matching a territory shape on the screen with one in the manual), the campaign begins.

As with other games of this type, the main objective is conquest, so the strength of one's armies is of utmost importance. Strength in numbers is the key. Therefore, men and women who would be King are advised to buy, beg, borrow or steal as many men as possible from the earliest phases of the game forward. In addition, those who would be King may use various activities, such as mining for ore and establishing agriculture to produce raw materials which, in turn, may either be sold to purchase more troops or used in the construction of outposts or seaports. All orders are easily issued through command menus accessed via on-screen buttons.

The detailed landscape is composed of forests, hills and mountains, laid out roughly in the shape of the British Isles. The home castle for each of the kingdoms is topped off by a flag of corresponding color, happily waving in the breeze. The flotillas, outposts and armies have small graphic icons, but the battles are all in just-the-facts-ma'am bar-graph style. Except during the opening screens, sound effects are limited to clicks for confirmation of mouse-button presses.

Prelude to Ragnarok

At game's start, there are four established armies, with another that can be created by the second turn, and a 20 army maximum over the course of the game (funds allowing). Initially, one's armies are, of necessity, small. So, they must be beefed up considerably for any chance of success. Gathering one's armies turns out to be the most challenging part of the game. Each territory has some peasants who will put up a fight to keep those nasty invaders out of their village and even *these* ill-armed assortments of rabble can give a small army a run for its plunder. To improve the odds, one garners gold the old-fashioned way (from taxes) and uses said bounty to purchase fighters of various skill levels and catapults. Provided the funds are available, unlimited numbers of men and catapults can be obtained in one's homeland. There is a limit, however, on the number of troops that can be purchased from outlying territories.

One's success within the game, like that of the Vikings themselves, often depends on getting men across bodies of water via flotillas. One can have as many as five flotillas sailing, each with an army and commanding baron. Maintaining an invading force can be an enormous task, given that the armies must be well-manned. It is best to con-

quer coastal areas as quickly as possible, thereby allowing for the construction of a seaport and the creation of flotillas.

Siege: Castles In Runes

Armed offensive reaches its pinnacle when laying siege to a castle. Here, it is best to have 20 or so archers and crossbowmen, as well as, at least, two catapults. The bowmen are necessary to defend the catapults against damage (which lowers their potential for breaching the walls). Attempting a siege can reveal an opponent's weakness at home. Enemy forces will often amass virtually all their strength for further conquest and leave only a weak garrison in their home territory. Those who would be king should both leave a strong garrison in their own castles and occasionally, test the home garrisons of their rivals. Should the latter prove too weak, the castle's control reverts to the would-be conquerors. Then, the victor can proceed with mop-up operations.



One major point of curiosity arises. Whenever the human player (in a solitaire game) is defeated, one would assume that said player would be given the option to start over or quit. This isn't the case. Instead, the human is notified that he/she is out of the game and the game continues with the computer armies fighting it out. While this is a nice feature for those interested in a game's outcome, the option to restart is oddly absent. Fortunately for die-hard players, the game does allow the human player to take over one of the computer player's positions. While winning in this manner is hardly the same, it does offer a chance to salvage a disappointing play session.

As a multi-player game, *Vikings: Fields of Conquest* is a welcome addition to the inventory of strategy games where one player can input moves at the computer while his/her friends plot behind said player's back. If it offered a modem-play option, it would be near-perfect as a multi-player game. Even as a solitaire game, however, it offers strategic level action during a period covered by very few computer games. *Vikings: Fields of Conquest* is a challenging strategy game, requiring careful planning and resource management, ideal for those who would be King. CGW

Editorial

More Senseless Violence

by Johnny L. Wilson



State of the Magazine: As regular readers of *CGW* may have noticed, we've had more than our share of logistics problems in the last few issues of the magazine. Normally, the summer issues are something of a respite for us. The release of fewer game titles prompted a downward spiral in pages that meant we could catch our breaths before the busy fall season. The good news is that such a drop in pages did not occur. Our readers will get considerably more pages of computer game coverage in 1992 than they did in 1991. The bad news is that it pressed us beyond our limit.

The bad news is that we have made some silly mistakes. The good news is that we have made staff changes to correct them. We want to acknowledge three of these mistakes, in particular. We regret the two and one half paragraphs truncated from "Scorpion's View." The missing material is printed on the last page of the "Letters from Paradise" column in this issue. We are also embarassed over the omission of Robert Gardner Jr.'s byline on the opening page of his second *Lemmings* strategy article. Fortunately, the name did appear on the appropriate table of contents page, but Robert needs all the credit we can give him for this fine series of articles. Finally, we wish to formally apologize to Charles Bernard, the illustrator who graciously allowed us to reprint his science fiction cover from a German publication as the illustration for the review of **GEnie**'s all-text space trading adventure, *Federation II*. We really like Charles' work, believe it illustrated the article very well and regret losing the appropriate credit at the last minute. The credit should have read: "Illustration by Charles Bernard. Used by permission."

State of the Industry: (Part II of "What is Senseless Violence?") As observed last issue, *CGW* has not joined the crowd of politically correct baby boomers that feel like all expressions of violence are wrong and wants to ban everything that even implies violence. We are not advocating that our readers boycott war toys and the sales of toy guns (much less wargames, miniature armies, video games and computer games — grin). We are simply looking at issues where the software publishing and game design communities need to join with the journalistic community and ask some hard questions about what we do.

What have we done when we create a situation observed recently by a *CGW* staffer? An arcade had a streetfighting coin-op game where two people were playing side-by-side as their on-screen personas duked it out on the display. One on-screen character was knocked down and the person controlling the defeated character physically attacked the "victorious" player. Is this the sign of a good design because the player got so "into" the arcade game that he completely lost his disbelief and "became" his on-screen persona for a moment? Or, is this the sign of a bad design that underemphasized the nature and consequences of violence to such a degree that it encouraged an antisocial act?

Let me muddy the waters even further with a personal experience. For almost two years, we had an emotionally disturbed foster son. Because this young boy felt peer pressure so much and felt such a desperate need to have an 8-bit **Nintendo Entertainment System**, we bought one for him. We were very much afraid that the horizontal-scrolling, running, jumping, shooting, die-a-lot games might increase his anti-social tendencies, so we monitored his **NES** use fairly heavily and restricted that use completely whenever he "acted out" (that's a traditional social worker's term for any improper behavior from cursing out one's parents through causing bodily harm). Strangely enough, we discovered that he "acted out" less when he was actually playing video games than when he did not have the video game influence. Let him play on his Nintendo and he shot baddies on the screen. Take away his NES and he beat up his siblings and the kids on the street.

So, far be it from me to argue against the cathartic benefit of video game or computer game violence. Yet, even with the immediate benefit of the catharsis, there must be a compensating concern. After one episode of "acting out," our foster son was asked by his therapist how he thought his sister felt when he hurt her. "She doesn't feel it," he said. Now, even though this child had experienced plenty of emotional damage before he ever encountered a video game, that's a terrifying thought. How many in the computer game/ video game generation have shot, stabbed, bludgeoned, kicked, punched and bashed so many pixelated opponents that they think, admittedly in a more insidious and subconscious way, that real human beings do not feel it when they shoot, stab, slash, bludgeon or kick real human beings?

When, as a pastor, I rode with policemen and offered in-car counseling, I discovered an amazing fact. Emotionally, there is no such thing as a "good" shooting. A "good" shooting is an internal affairs department term that means the officer acted properly according to regulations and in light of the situation. Most officers had to deal with their feelings, even after a "good" shooting. Sometimes, it took months for a given officer to come to grips with what he/she had done. Now, if there are mitigating emotional factors to even "good" shootings in real life, why don't our simulations touch on some of the aftermath of the ubiquitous violence in these games?

This series of editorials ends a long way from proving a point. It is basically an editor sharing from his heart after talking with other editors. Yet, there is a call to action. Designers and publishers, please do not design games where violence triumphs independently of the consequences. Let's be careful out there! CGW

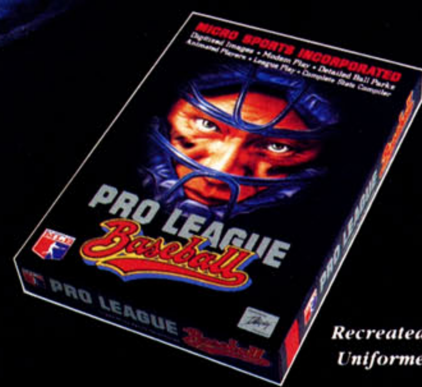
BRING IT HOME!

PRO LEAGUE BASEBALL



PRO LEAGUE BASEBALL . . .
COMPUTER SIMULATION GAME

The count is 2 and 2, you're playing in Wrigley you are facing a right handed pitcher who' been throwing change-ups all day Do you lay down the bunt to advance the runner steal 2nd or do you look for the heat and g downtown. Pro League Baseball it's your call . .



Recreated Stadiums
Uniformed Players

ALSO AVAILABLE:NFL PRO LEAGUE FOOTBALL AND ALL-AMERICAN COLLEGE FOOTBALL

From the makers of NFL Pro League Football, the highest consumer rated football game of all-time (Computer Gaming World), comes Pro League Baseball — the essence of America's pastime.

Truly the Triple Play of Computer Baseball,



Pro League Baseball

Pro League Baseball offers League Play, Head to Head Play and True Modem Play, in the most statistically realistic baseball simulation of all-time.

With features galore, Pro League Baseball contains 6 Modules giving you complete control over your team and the entire league. Be the commissioner, owner or manager of todays baseball stars, using real players data!

MICRO SPORTS

1 - (800) - 937 7737

Circle Reader Service #77

TO ORDER CALL 1 (800) 937 7737 • ALL USA ORDERS SHIPPED UPS 2ND DAY AIR.

The first continuous-movement, 3D-dungeon, action fantasy!

It's a proven hit!



"Ultima Underworld is the premier dungeon game ever made, period. Excellent, without equal."

(Computer Game Review)

"The dirt looks dirty and the marble is cold and hard to the touch. Realism is the keynote to this dungeon. Underworld appeals to gamers who want an extra dose of virtual reality and who relish the exploration of a new, magical universe."

(PCGames)

"Tiptoes right along the edge of virtual reality. Get a taste of what the future has to offer."

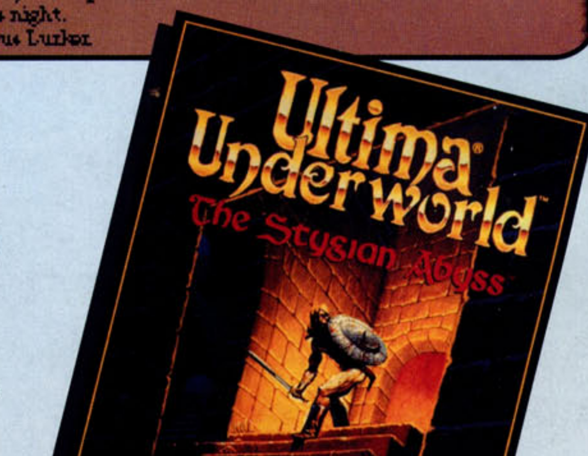
(Atlanta Constitution)

"The 3D perspective lends an element of virtual reality not seen in other first-person adventures. A rich texture of character and story detail combine to keep a determined adventurer involved for hours."

(Los Angeles Times)

"This is the nearest anyone anyone could get to going down a medieval dungeon without wearing a cast-iron codpiece and doing it for real. A masterpiece."

(*England's* Ace Magazine)



Now available on all popular MS-DOS disk formats including CD-ROM!

ORIGIN™
We create worlds.®

Visit your favorite software retailer or call 1-800-999-4939 for MC/VISA.

Circle Reader Service #84